

Rock-Paper-Scissors Tag

Impact:	Fosters fun and challenges opposing groups to have both quick legs and quick minds
Risk:	Low
Group Size:	Unlimited
Time Required:	15 to 30 minutes
Materials:	None

Directions:

- Mark a large space, such as a field, with a center line and two end lines. Participants divide into two teams. Each team decides what symbol (rocks, paper, or scissors) to “shoot.”
- Now the two teams line up facing each other along the center line. On the count of three, they “shoot” out their decided symbol by holding forth closed fists (rocks), flat hands (paper), or scissoring fingers (scissors). Whichever team has the losing symbol (rocks beat scissors, paper beats rocks, scissors beat paper) turns and runs as fast as it can toward its end line. The winning team chases the losing team’s members, trying to tag as many players as possible before the losing team reaches the line. All tagged players must join the other team. Play continues until all people are on one team.

Discussion:

- How did your team decide what to throw?
- Who emerged as a leader in your team, and why?
- Do you think that you can sense what symbol the other team will throw?

Hints:

- Watch out for “spies” who try to find out the opposing team’s choice of symbol.
- Make sure that both teams come equally close to the center line before they throw their symbol.

Option:

- Instead of running as individuals, people can link arms with a partner throughout the game.