

18. 'Rock, Paper, Scissors' Relay

Description

Arrange the pupils into two. Invite one group to go to one end of the playing area and the other group to the other end keeping a safe distance apart. Place spot markers between the two groups. The first pupil in each line travels (hops, skips, jumps, jogs) along the line. When the first pupil gets to an allocated spot for their team they stop and play a game of 'Rock, Paper, Scissors' with the pupil from the other line. Both pupils stand at their allocated spot for the game so they are a safe distance apart. The pupil who wins the game continues onto the end of the line on the other side. The pupil who loses the game jogs around the perimeter of the playing area. The next pupil then goes until eventually there are only two pupils left. These two then play off to see who wins the game. The pupils who are running around the perimeter of the playing area must keep a safe distance apart while doing it. If the game is played with four lines the two winners from each line play off against each other to see who the winner is.

Equipment

- Spot Markers

Variations

- Vary the method of travel during the game.
- Use whole body 'Rock, Paper, Scissors' movements instead:
 - **Rock** - crouched body position.
 - **Paper** - standing, arms stretched up.
 - **Scissors** - arms outstretched to the side position.

