

Rock, Paper, Scissors EXTREME

Principle 5: Be Tough, But Fair
Principle 7: Ride for the Brand

Group Size:

10+ participants
- even sized
teams work best

Materials:

* Just Kids!

Objective:

Participants will compete in a rock, paper, scissors game with a twist to build community and a sense of belonging.

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ctivity:

1. This is a rock, paper, scissors game, with a twist.
2. The instructor will tell all participants to challenge another participant in a rock, paper, scissors match.
3. The loser of the match must line up behind the winner and cheer for them as they play someone else.
4. The game continues until one participant has the entire group cheering for them.
- the game can go on and restart as many times as you would like.

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iscussion:

- How did it make you feel to have other participants cheering for you as you participated in this activity?
- Why is it important to celebrate others accomplishments?

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ife Application & Purpose :

- Give some examples of how you celebrate others' accomplishments.
 - How does that make you feel?
 - How does that make the other person feel?
- What does it feel like when others praise you for your accomplishments?
- What Principle do you feel you displayed in this activity?
- Any others? Why that one?
- What does that Principle look like in your life?
- Tell me about a time when ...