



Rock Paper Scissors Tag

Description

Supplies

- Cones or other supplies to mark boundaries

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Students practice working together in this fun spin on tag.

How to Play

1. **Prep work:** Divide open space in half and use markers to identify boundaries.
2. Divide students into two equal teams, if they aren't equal leader can play. Point out the boundaries of the game and show each time their designated side and their base (the back line of the perimeter).
3. Explain how to play Rock, Paper, Scissors by showing the kids the different hand movements that represent each one. For example, a closed fist represents the rock, hand like a peace sign with thumb crossing over to folded in ring finger and pinky finger leaving out pointer and middle fingers like scissors, and hand flat with all fingers straight out and together to represent paper.
4. Give teams thirty seconds to come together and decide if they want to be rock, paper, or scissors.
5. At the end of thirty seconds, both teams come up to the middle line.
6. Leader calls out 'rock, paper, scissors, go' and teams reveal their signal.
7. Students on the losing team must run back to their 'base' before being tagged by one of the students on the other team.
8. If students are tagged they must join the other team.

Activity Prompts for Reflection

- How were you a good team player during this activity?
- What strengths do you have that helped your team during this activity?
- What kind words did you use during this activity with your team? With the other team?
- How did you make sure everyone on the team was included in this activity?

Other Ways to Play

- Instead of having teams, partner students together and have students face head to head in this challenge using the same boundaries from before. Each round students reveal their signal and then race to catch their partner or run from their winning partner. Switch partners each time by moving one of the lines down each round.
- Designate a 'base' by having a hula hoop for each team that they must touch to be marked as 'safe.'
- Play as much as time allows, switching up teams after one team has extremely outnumbered the other team.

Additional Notes

- Use the [SEL Activity Prompts](#) to tie other SEL competencies to this activity.

Category

1. Relationship Skills

Sel-competency

1. Relationship Skills

Allotted-time

1. 20 minutes

Themes

1. Work Together-Teamwork