

GIANTS WIZARDS & ELVES

WARM UP ACTIVITY



INSTRUCTIONS

START THE GAME BY SPLITTING THE STUDENTS INTO TWO EVEN TEAMS. SPLIT THE PLAYING AREA INTO THREE SECTIONS, TWO SAFETY ZONES, ONE ON EACH TEAM'S SIDE, AND DESIGNATE A MIDDLE AREA WHERE BOTH TEAMS ARE ABLE TO GO. THE GAME STARTS WITH EACH TEAM GETTING IN A HUDDLE TO PICK WHAT THEY WANT TO BE AS A TEAM - A GIANT, A WIZARD OR AN ELF. THESE ARE THE ACTIONS THAT THE TEAMS MUST MAKE WHEN THEY CHOOSE ONE OF THE THREE CHARACTERS.

GIANTS PUT THEIR HANDS UP OVER THEIR HEADS, WIZARDS PUT THEIR HANDS OUT STRAIGHT IN FRONT OF THEM WIGGLING THEIR FINGERS LIKE THEY ARE WAVING A WAND AND ELVES MAKE POINTY EARS ON THEIR HEAD WITH THEIR INDEX FINGERS. ONCE THE TEAMS HAVE DECIDED THEIR CHARACTER FOR THE ROUND, THEY MOVE TO THE DESIGNATED CENTRE AREA, FACE TO FACE WITH THE OTHER TEAM.

THE TEACHER THEN COUNTS TO THREE; ON THREE EACH TEAM SHOWS THE CHARACTER THAT THEY HAVE CHOSEN. THE RESULT IS EXACTLY LIKE PAPER, SCISSORS, ROCK. GIANTS BEAT ELVES, ELVES BEAT WIZARDS AND WIZARDS BEAT GIANTS, SO THE TEAM THAT BEATS THE WINNING TEAM CHASES THE OTHER AND TRIES TO TAG AS MANY STUDENTS ON THE OTHER TEAM AS POSSIBLE BEFORE THEY REACH THE SAFETY ZONE ON THEIR SIDE OF THE PLAYING AREA. STUDENTS FROM THE TEAM THAT GET TAGGED BECOME A PART OF THE OTHER TEAM. THE GAME CONTINUES UNTIL ALL PLAYERS ARE ON ONE SIDE, WHICH MEANS EVERYONE WINS. THIS IS A GREAT GAME FOR ALL AGES.



BreakAppz



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