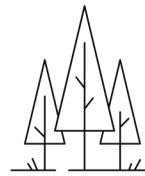


# Rock Paper Scissors & ESP



No Child Left Inside Activities | Bryn Lottig

This is a great low-risk activity to encourage interacting with each other.

## PREP:

Move to an open space. I find it's best to do this activity standing up, although sitting down is an option. You will need an even number of people or a facilitator to partner with a participant.

## Step-by-Step Instructions for PLAY:

Steps:

1. Have everyone find a partner.
2. Tell participants that they will be testing the mental connection between them. It's OK if they just met, they may find they have a mental connection anyway.
3. The game is played like rock, paper, scissors with one exception. Instead of beating your partner, the goal is to match your partner.
4. If necessary, explain the rules of rock, paper, scissors. Or have participants teach each other. They will also need to decide which way to play. Is it rock-paper-scissors, or rock-paper-scissors-go?
5. The goal is to have participants in the pair demonstrate the same gesture, without having communicated with one another; by thinking about their partner and sensing what they might do.
6. Play until you notice a few pairs getting into a pattern and matching often.

## Reflect:

- What did you like about this game? (fun, laughed)
- What did you not like about this game? (too fast, put on the spot)
- How did you telepathically connect with your partner?

## Connect:

- Who made the decision of which symbol to 'throw'?
- Was one person the leader? Was one person the follower?
- What would happen if neither person was willing to change?

## Grow:

- What did you think about this as a cooperative instead of competitive version of the game??

## Facilitator tips:

- If you notice participants just doing the same gesture over and over, challenge them to throw something different each time.
- The discussion about which way to play may seem like a small piece of the game, but it's important! It might be the first time the partners have agreed on something!
- This game is great as part of a partner sequence, changing partners often and playing short partner games, answering questions or interviewing each other.