

ArkAHPERD 2009 – Rock, Paper, Scissors

Olympic, Rock, Paper, Scissors: The teacher will separate the gym into three distinctive areas (Gold Medal, Silver Medal, and Bronze Medal). Students will gather in the Bronze Medal area and find a partner. Students will play Rock, Paper, and Scissors and the winner will get to move to the next section of the gym and find a new partner. If a player loses, they will go down to the lower section unless they are already in the Bronze Medal area. The goal is to make it to the Gold Medal area and win while there. If a player wins while in the Gold Medal area, they earn a gold medal point. The object is to get as many points as possible by winning rounds in the Gold Medal section. Throughout the game, it is important to remind students that they should be jogging.

** African Jumping Game – Feet together = rock; one foot front, one foot back = scissors; feet apart (side to side) = paper

** Astronaut, Gorilla, Ninja – Astronaut zaps Gorilla, Gorilla eats Ninja, Ninja defeats Astronaut (students must act out the characters in this game)