



10 Lords a-Leaping Rock Paper Scissors Showdown

Equipment:

- Hula Hoops OR
- Circles drawn with chalk
- Cones

Set-Up:

Split up into two teams of equal numbers. Place the hoops or draw the circles adjacent to one another to make a pathway; place the cones at each end of the hula hoop path where the teams will line up.

How to Play:

Line the teams up at opposite ends of the hula hoop path. One player from each team starts, jumping from hoop to hoop to cross the floor. When players from opposite teams land in adjacent hoops, they stop jumping and play Rock, Paper, Scissors (RPS). The winner of RPS gets to keep jumping. The player that loses then steps out of the hoop and runs back to their team. As soon as a player steps out of a hoop (off the playing board) the next person on their team begins jumping forward to meet the opposing player. When a player successfully makes it all the way to another team's cone they step out of the hoop, allowing their next teammate to begin. The student who made it all the way to the other team's cone takes a player from the opposing team back to their own home team and lines up again to keep playing. The game ends when all the players end up on the same side or until the players are too worn out to continue playing.

