

Giants, Wizards, Gnomes



Planning

- 15 minutes
- Suitable for any size group

Materials

- None needed

Instructions

- This game is similar to rock, paper, scissors, with running and teamwork. The game ends when all players have been converted to one team.
- Divide participants into **two teams**.
- Mark a **center line** and a **base** behind each team.
- Explain the three choices and poses:
 - **Giant**: Arms in the air (defeats Gnomes)
 - **Gnome**: Squat low, arms in a triangle above head (defeats Wizards)
 - **Wizard**: Stand straight up, arms out, wiggle fingers (defeats Giants)

Game Play

- Each team meets privately and chooses one character (everyone on the team must choose the same).

- Teams line up at the center line, standing back-to-back and facing away from each other.
- On the leader's signal ("Go"), teams turn around and perform their pose.
- The winner is determined based on the rules:
 - Giants beat Gnomes
 - Gnomes beat Wizards
 - Wizards beat Giants
- The losing team runs to their base while the winning team chases and tags players.
- Any player who is tagged joins the other team.
- If both teams choose the same character, it is a tie—teams regroup and play again.
- The game continues until all players are on one team.

Debrief

- How did your team communicate before each round?
- What worked well when making decisions together?
- Did anyone step up as a leader? How did that help?

