

## Title of the activity : Rock, Paper and More

**For who :** 10+  
**Duration :** 5+ min  
**Number of players :** 2+  
**Place :** Open – Closed spaces  
**Characteristic :**  
-Improve creativeness

**Type of game :** Creative  
**Educational interest :**  
-Personal Improvement and creativeness  
**Materials :**  
- Participants, no additional materials

### Goals :

- Become the winner
- To beat everyone by using creativeness
- Add extra stages to extend the game duration

### Method :

- Player must wander around the room and battle each other in Rock, Paper, Scissors.
- The winner evolves to the next stage and the loser stays as they are.
- The stages are:
  - **Egg** - person holds both hands on top of their head so they look like an egg.
  - **Chicken** - make chicken sounds and flap your wings.
  - **Dinosaur** - act like a dinosaur (roar).
  - **Gorilla** - act like a monkey.
  - **Human** - wave and act like a human (say I'm a human).
- The first player to win as a human wins the game.
- You can also make it so the loser of a rock paper scissors match will devolve into the lower stage of evolution - this will make the game more challenging.

**Link or picture :**

