

Rock, Paper, Scissors (Levels C-D)

PLAY

To encourage students to practise turn-taking, celebrate results, and build positive peer connections through a simple, engaging game.



Learning Intentions

Practise turn-taking and following simple rules.

To build social interaction and connection with peers.

To develop confidence through a playful and inclusive activity.



Success Criteria

Students attempt to make or select Rock, Paper, or Scissors.

Students take turns and follow the rules of the game.

Students show positive connection by cheering, smiling, or celebrating with partners.



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Duration: 5–8 minutes

Objective

To encourage students to practise turn-taking, celebrate results, and build positive peer connections through a simple, engaging game.

Gameplay

1. Students pair up and stand (or sit) facing each other.
2. Together, they chant: “**Rock... Paper... Scissors... Go!**”
3. On **Go**, each student shows one of the three hand shapes:
 - Rock = closed fist
 - Paper = flat hand
 - Scissors = two fingers out
4. Use the simple rules:
 - Rock beats Scissors
 - Scissors beat Paper
 - Paper beats Rock
 - Same = Draw
5. Partners cheer for each other and play again.
6. Rotate partners after a few rounds so students meet and connect with new friends.

Debrief

Discuss the importance of fun, fairness, and trying again.

Prompts:

- “How did it feel to win or lose?”
- “What did you enjoy most?”
- “Why is it important to take turns and follow rules?”

Variations

Children’s Edition: Add fun sound effects or whole-body gestures (e.g., stomp = Rock, wide arms = Paper, peace sign = Scissors).

Fitness Edition: After each round, students do a quick movement (jump, clap, stretch).

Teamwork Edition: Two teams face off. Everyone plays at the same time, teams huddle up and decide what action they are going to be together. At the same time all students in the teams complete the chant and show their action at the same time. Team points are scored for each win.



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For Wheelchair Users / Accessibility

- Use **large laminated cards** with Rock, Paper, Scissors symbols for students to hold up.
- Allow **whole-body versions**: stomp = Rock, wide arms = Paper, peace sign = Scissors.
- Play seated or at a table with cards if preferred.
- Encourage peers to mirror adapted versions to support inclusion.

Notes for Inclusion

- Allow students to respond with gestures, pointing to cards, or using an AAC device.
- Model the game slowly before playing at full speed.
- Emphasise fun, encouragement, and celebration over winning.

