



Game Details

➤ **Equipment Needed:** cones

➤ **Skills:** Locomotor

➤ **Grades:** 3-7

➤ **Game Type:** Group Activity

How to Play

Identify which corners in the play area are #1, #2, #3, and #4. Everyone will start in Corner 1 and find someone to play RPS against. Whoever wins the match, moves on to the next corner (Corner 2) and plays someone new. Whoever loses the match, must go back a corner (if a player loses at Corner 3, they go back to Corner 2). If players lose at Corner 1 they stay there and find someone new to play. If players can make it to Corner 4, they must challenge the teacher/leader to a game of RPS. If they win in Corner 4, they get one point and continue at Corner 1

Modifications

Adjust the size of the playing area to increase the amount of running.

▲ Add in a challenge at each corner (Corner 1 = 5 squats, Corner 2 = 5 star jumps, Corner 3 = 5 lunges, etc.).

Change the movement between cones from running to galloping, skipping, or side shuffling, etc.

▼ Adjust the size of the playing area to decrease the amount of running.