

## Objective

To teach students citizenship through collaboration and the importance of supporting one another

*Risk Level:* Beginner

*Cautions:* None

*Description:* Students will be playing the game of rock/paper/scissors and will be told to cheer for the person they lose to until the game has ended with one winner.

*SCM:* **Citizenship, Common Purpose, Collaboration, Commitment**

*Time:* 10-20 Minutes

*Materials:* Rock/Paper/Scissors Activity Sheet

*Preparation:* Review of the activity and an understanding of the debrief

*Follow Up:* Facilitate the following questions:

What are your energy levels?  
Is there a difference between how you felt before and how you feel now?  
What patterns did you notice about others?  
How did it feel to cheer for a former competitor?  
Why do you find this difficult to do in everyday life?  
In what ways do you feel this connects to the concept of leadership?

## Instructions

1. The facilitator will explain to the group that they will simply be engaging in the traditional game of rock/paper/scissors. The general directions are that two people compete to see who can beat the other. After counting to three, each person chooses either 'rock', 'paper', or 'scissors'. If both players choose the same thing, it's a tie. If players choose differently, then 'rock' beats 'scissors', because a 'rock' could break 'scissors'. 'Scissors' beat 'paper', because a pair of scissors could cut the paper. 'Paper' beats 'rock', because a piece of paper could cover a rock. 'Rock' beats 'scissors'; 'scissors' beat 'paper'; 'paper' beats 'rock'. (If you need to, show them how to play the game with their hands. Each player counts to three, and on "three" makes the sign for either 'rock' (balled fist), 'scissors' (separated index and middle fingers – like making "bunny ears"), or 'paper' (open hand).
2. The facilitator will then have them play a few rounds just to make sure everyone understands the activity
3. You will then tell the group to pair up and that each pair should play three rounds.
4. Once the winner and the non-winner of the best two out of three are established, the non-winner will then become a supporter and must follow the winner around for the rest of the activity while cheering the winner onto their next victory
5. This continues until there are only two people playing with a large group of supporters behind them.
6. Once the winner of the game is finalized, the instructor will lead the group into a debrief
7. Utilize the questions that have been included within this activity sheet for the debrief

*Notes:*

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# ROCK PAPER SCISSORS

## Assessment

*Questions:* How does this activity relate to the highlighted theme?

How does this relate to your life?

*Activity Specific:* Citizenship:  
In what way(s) is it easy or difficult to collaborate with others in a high-stakes environment where “sides” are taken?

Collaboration:  
How important did you see each role in the activity, ie., participants and supporters?

## Instructions

Lead students in a dialogue using the assessment questions provided. Track your feedback as an assessment tool for your work, the toolbox, and leadership initiatives within the division.

Please consider sharing some of the feedback with the Standing Committee for Student Leadership Development.

*Notes:*

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