

Title	ROCK, PAPER, SCISSORS
Duration	30-45 minutes
Nr of participants	6 or more
Logistics (space, materials...)	Enough space so you can run around and play "Tag". A lot of scissors, bundle A4 and a lot of stones.
Precautions	Inform the participants that physical contact may be involved.
Objectives	- Facilitate active participation: Encourage enthusiastic involvement of all participants in the various stages of the game, ensuring a lively and enjoyable experience for everyone. - Reinforce understanding of game dynamics: Enable participants to grasp the rock-paper-scissors concept and its iterations through engaging and repetitive play, fostering a clear understanding of the rules. - Foster teamwork and creativity: Facilitate collaboration among participants by organizing them into groups, challenging them to use rock, paper, and scissors materials to create unique artwork, complete with titles and stories. - Promote enjoyment and inclusivity: Prioritize the creation of a fun and inclusive environment throughout the activity, promoting a positive and participatory atmosphere for all involved. - Integrate theoretical context: Provide essential theoretical background for educators, ensuring they are well-equipped to explain topics, deliver content, and develop definitions necessary for the teamwork context.
Preparation	Ensure an ample supply of paper, scissors, and stones is available for participants to unleash their creativity in art projects.
Description	The instructor initiates the activity by assigning each participant as either rock, paper, or scissors. Participants then engage in a lively pursuit, attempting to have everyone in the entire group on the same team (rock, paper, or scissors). Remember, paper beats rock, rock beats scissors, and scissors beat paper. This dynamic can be repeated as many times as desired. When ready to progress, the instructor organizes participants into groups, providing each group with the corresponding materials of rock,

	paper, and scissors. Now, the groups collaborate to construct a unique piece of art using these materials. Each group is tasked with crafting a title and a narrative for their artwork, which they subsequently share with the rest of the participants. This progression adds a creative and collaborative dimension to the activity, fostering both teamwork and imaginative expression.
Evaluation and reflection	Evaluation: - Individual Participation: Assess the level of engagement and enthusiasm displayed by each participant during the initial decision-making pursuit. This could include observing their understanding of the game dynamics and their contribution to achieving a unified team. - Adaptability: Evaluate how well participants adapt to the changing dynamics of the game, especially as they transition from individual decision-making to group collaboration in the art creation phase. - Teamwork: Observe the effectiveness of teamwork within each group during the construction of the art piece. Evaluate how well participants communicate, share ideas, and contribute to the overall creative process. Reflection: - Engagement: Reflect on the overall level of engagement and enjoyment expressed by participants throughout the game. Consider what elements of the activity contributed to or hindered their experience. - Learning: Reflect on the educational value of the game, particularly in reinforcing the understanding of game dynamics and theoretical concepts. Consider whether participants were able to apply and adapt their knowledge. - Team Dynamics: Reflect on the effectiveness of group collaboration and the dynamics observed during the art creation phase. Consider any challenges faced and opportunities for improvement in fostering teamwork.
Guidelines for the facilitator	The key emphasis is on ensuring that everyone enjoys themselves and actively participates in each stage of the game. Encourage maximum involvement and enthusiasm from all participants throughout the entire activity.