

# RPS RUMBLE

## READY

**EQUIPMENT:**

NONE

**SET-UP:**

SQUARE OR RECTANGLE BOUNDARY

**NUMBER OF PLAYERS:** 10+

**TIME:** 10 MINUTES +

## EXPLAIN

- 1 Players line up and stand 6 ft away from each other. Go over rock-paper-scissors with the players.
- 2 All the students will play against the coach, called the rumbler.
  - If a player is successful against the rumbler, he or she remains standing.
  - If a player throws the same sign as the rumbler, he or she remains standing.
  - If a player is unsuccessful, he or she does five jumping jacks, then sits down.
- 3 The game continues until there is one player left standing. That player becomes the new rumbler.

✓ **For Understanding:**

- What does paper beat?
- What do you do when you are unsuccessful?

**GAME TIP:**

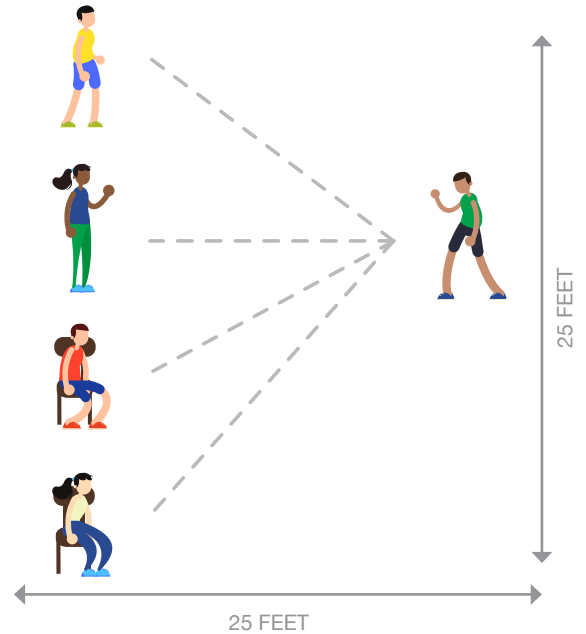
- Players who are unsuccessful and are sitting down can still participate as long as they stay seated.

**CONFLICT RESOLUTION TIP:**

- Time permitting, keep playing until everyone gets a chance to be the rumbler.

## PLAY → REP IT OUT!

- **EASY:** Practice rock-paper-scissors before playing.
- **MEDIUM:** No one gets out. Complete a couple of rounds, then choose a new rumbler.
- **HARD:** Have two rumbler in front of the group.



**CATEGORY:**  
 BEGINNER

**ENVIRONMENT:**

AUDITORIUM,  
 CAFETERIA,  
 CLASSROOM,  
 GYMNASIUM,  
 HALLWAY,  
 LIBRARY,  
 PLAYGROUND

**GRADES:**

3-8

**FITNESS FOCUS:**



**BACK-UP GAMES:**

ANIMAL FARM  
 HIDING NEMO  
 HIGH WIRE