“Rock, Paper, Scissors” Warm-up

Review the rules to Rock, Paper, Scissors by modeling, showing visuals, and practicing the game. Place a cone or marker on each corner of the gymnasium numbered 1 - 4. Divide the class into four groups and send each group to a one or corner of the gym. When the music starts students should play rock, paper, scissors with a partner. The winner advances to the next cone by running. There they compete with another player in the game of rock, paper, scissors. the loser of the game stays at the cone and competes with a new opponent. Winners always advance to the next cone. Students are running laps around the gym, but not realizing it because they are focused on the game of rock, paper, and scissors.