

Building Dynamic Groups



Giants, Wizards and Elves

Purpose: This is a team approach to the ancient game of ROCK, PAPER, SCISSORS. It is a great game to use with a group to encourage communication and teamwork.

Procedure: The key to the game is this:

Wizards cast spells on giants. Giants squish elves. Elves are small and quick and outsmart wizards.

The game begins with teams huddling together, deciding which creatures the team will be. The entire team must be the same creature at the same time. As soon as the teams have decided on their creature, they line up face to face with the opposing team, in rows about four feet apart. On the leader's command team members jump to their pose. A point is scored on the basis of which creature beats which. If both teams form the same creature, no point is scored and teams return to their huddle to decide their next team move. The first team to score 5-7 points wins. Keep games short. Sides can be scrambled, and the game played again to avoid any emphasis on competition.

Motions: **Giants** - Stand tall. Arms straight over head. Fingers curled ready to grab. Voices give a loud "growl."

Wizards - Crouch slightly. Arms extended, fingers extended to cast spell. Eyes lurk behind arms. Voice a wizardry "hiss."

Elves - Crouch down on haunches. Hands and arms in front puppy style. Voice one loud "ha."

Reference: Martin, R.R.; Weber, P.L.; Henderson, W. E.; Lafontaine, K. R.; Sachs, R. E.; Roth, J.; Cox, K. J.; Schaffner, D. (1987). Wizards, giants and elves (Section 2 p.13). [Laser d.i.s.k.](#) Columbus, OH: Ohio State University Extension.