

# Three is a Crowd

PLAY

A cooperative counting game where players work together to count as high as possible while adhering to the 'buzz' rules. The game encourages teamwork, quick thinking, and concentration.



## Learning Intentions

### Enhancing Teamwork and Collaboration

Students will work together to achieve a common goal, improving their communication, support, and collaboration skills in a group setting.

### Developing Quick Thinking and Concentration

Students will practise quick thinking and maintain focus as they count and apply the 'buzz' rules, enhancing their concentration and cognitive flexibility.

### Encouraging Cooperative Problem-Solving

Students will engage in cooperative problem-solving by navigating the counting challenge together, reinforcing the importance of working as a team to overcome obstacles.



## Success Criteria

### Effective Team Communication

Students demonstrate clear and supportive communication with their teammates, helping each other remember the 'buzz' rules and encouraging accurate counting.

### Accurate Application of 'Buzz' Rules

Students accurately apply the 'buzz' rules, standing up and saying "buzz" at the correct moments without making mistakes, showing their ability to stay focused and think quickly.

### Collective Achievement of a High Count

Students work together to reach the highest possible number without mistakes, demonstrating their teamwork, concentration, and problem-solving skills.



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## **Objective:**

A cooperative counting game where players work together to count as high as possible while adhering to the 'buzz' rules. The game encourages teamwork, quick thinking, and concentration.

## **Players:**

Played in groups of three or more, adaptable to larger groups with adjusted rules.

## **Materials:**

No materials are required, just enough space for participants to form a circle or triangle.

## **Setup:**

Participants form a triangle (or circle for more than three players) and face each other.

## **Gameplay for Three Players:**

- **Starting Position:** All players begin in a squat hold position.
- **Counting Rules:** Players take turns to count upwards. However, they must skip multiples of four and numbers containing four (4, 8, 12, 16, 20, 24, 28, 32, 36, 40, 14, and 34). Instead of saying these numbers, players stand up and say "buzz."
- **Mistakes:** If a player says the wrong number, misses a 'buzz', or stands up at the wrong time, the count restarts.
- **Goal:** The aim is to reach 40 without mistakes, as numbers in the forties always contain a four.

## **Adaptations for More Players:**

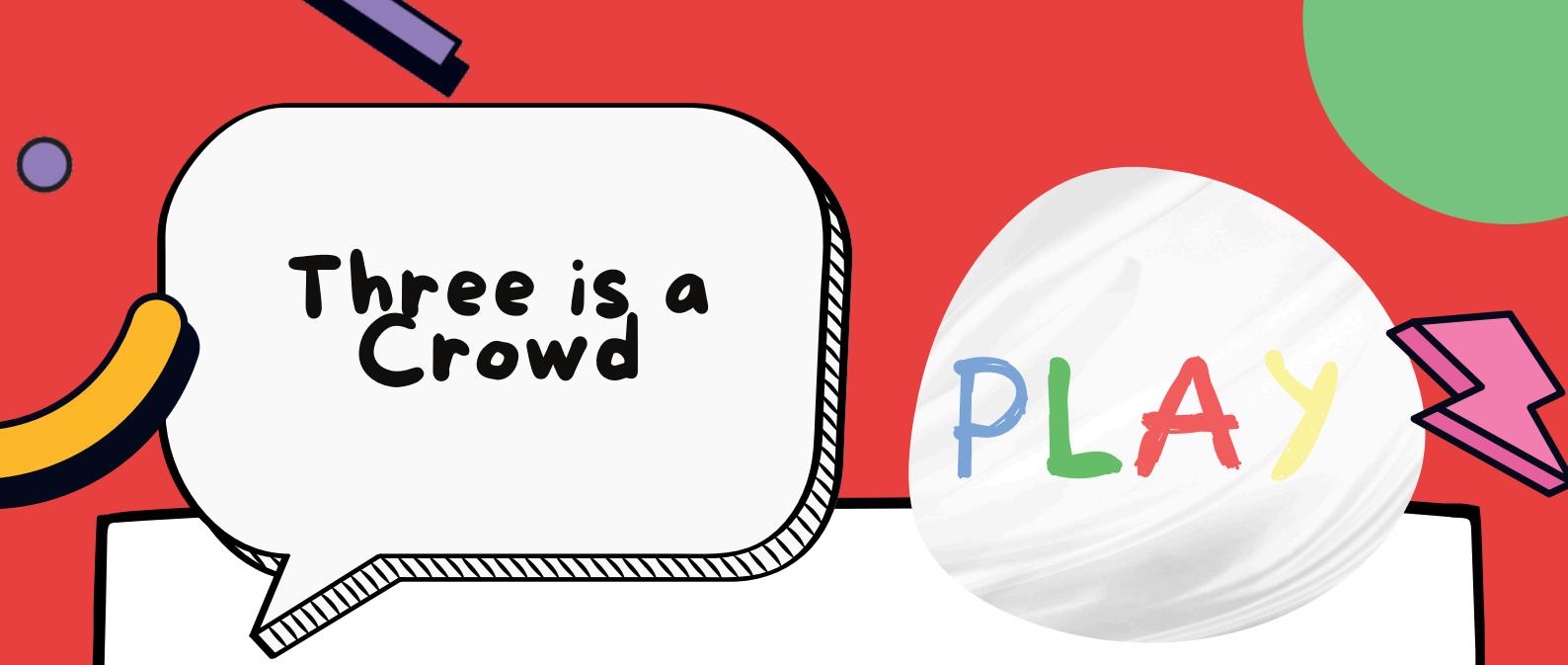
- **Four Players:** Use multiples of five and numbers with five.
- **Five Players:** Use multiples of six and numbers with six, and so on, adjusting the 'buzz' numbers according to the number of players.

## **Advanced Play:**

Replace "buzz" with categories like countries, foods, sports, etc. Players must quickly name an item from the category instead of saying "buzz" without repeating items.

## **Winning the Game:**

There are no winners or losers. The goal is to work together to reach the highest number possible, fostering teamwork and collaboration.



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#### Variations for Different Settings:

- **Children's Edition:** Use more straightforward rules or fun categories suitable for children.
- **Educational Edition:** Incorporate educational elements, like maths or geography categories.
- **Team-Building Edition:** Focus on communication and strategy to improve team dynamics.

#### Additional Notes:

- "Buzz – Three or More" is a game that brings smiles, laughter, and connection as players collaborate to achieve a common goal.
- It's a great game for breaking the ice, energising a group, or as a fun educational tool.
- The game can be easily adapted for different group sizes and settings, making it versatile and enjoyable for all ages.

