Set Go

PLAY

Energise and engage participants with a whole group warm-up icebreaker activity that promotes quick thinking and mental agility.

Learning Intentions

Enhancing Quick Thinking and Mental Agility
Students will develop their ability to think quickly and accurately as they calculate the total number of fingers shown by both players, improving their mental agility and reflexes.

Promoting Physical Activity and Energy
Students will engage in a dynamic and energetic warm-up activity that encourages movement, helping to energise and prepare them for further activities.

Fostering Positive Social Interaction
Students will interact with multiple partners through quick rounds of gameplay, promoting social interaction, friendly competition, and collaboration in a fun and lively environment.

Success Criteria

Accurate and Quick Calculation
Students consistently and accurately calculate the number of fingers shown during each round, demonstrating quick thinking and mental agility.

Active Participation and Engagement
Students actively participate in the game, engaging with enthusiasm and energy, whether in pairs or group play, contributing to the positive atmosphere of the activity.

Positive Interaction with Peers
Students interact positively with their peers, showing good sportsmanship, encouraging others, and maintaining a friendly and cooperative attitude throughout the game.

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Objective:
Energise and engage participants with a whole group warm-up icebreaker activity that promotes quick thinking and mental agility.

Players:
Two or more participants, suitable for small to large groups, ranging from 2 people to 100 or more.

Materials:
No materials are required for this game.

Setup:
Participants can stand in pairs, or you can set up a playing area in a square or rectangle for larger groups.

Gameplay:
The game is called "Set Go" and is played between two people. It involves quick thinking and counting fingers.

Rules:
1. On the command "set," both players put their hands behind their backs.
2. When one player says "go," both players simultaneously put out a certain number of fingers to create a total.
3. The first player to add up the total number of fingers from both players and correctly announce the sum wins the round.

Option 1 – Pair Play:
- Participants can be paired up to play against each other.
- Each pair plays five rounds, and the winner of each round earns a point.
- At the end of the five rounds, one player will have more points than the other and be crowned the champion.
- Winners can find another winner to play against, while those who did not win can play with each other.

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Option 2 – Group Play:
- Set up a square or rectangle playing area with participants positioned at each corner.
- Participants start in their respective corners and play someone from their corner in a game of "Set Go."
- The winner of each round gets to run clockwise to the next corner.
- The loser finds another player in their corner and plays another round.
- The objective is to complete as many laps of the playing area as possible within a set time.
- Each time a participant completes one lap, they earn one point.
- The larger the square or rectangle, the more running participants must do, making it an excellent warm-up game.

Winning the Game:
In Option 1, the player with the most points after five rounds is crowned the champion. In Option 2, participants aim to complete as many laps as possible within the set time, earning one point for each lap. The participant with the most points at the end is the winner.

Variations:
- Increase the complexity by allowing players to use both hands for finger counts.
- Create additional rules, such as
- making players make funny faces while counting fingers or using a specific hand gesture before revealing their fingers.

Note:
"Set Go" is a lively icebreaker game that gets participants moving and thinking quickly. It's an ideal way to energise a group and build a positive atmosphere at the beginning of a session or event.