

Legs II

PLAY

It is a fast-paced and fun connection activity where groups of three players aim to collectively show eleven fingers, without prior communication, to score points. The game emphasises teamwork, spontaneity, and celebration.



Learning Intentions

Promoting Teamwork and Non-Verbal Communication

Students will enhance their ability to work together and understand each other without verbal communication, fostering teamwork and the ability to collaborate effectively in a group.

Encouraging Quick Thinking and Spontaneity

Students will develop quick thinking and spontaneity as they decide how many fingers to display, encouraging them to make fast decisions in a fun, pressure-free environment.

Fostering a Positive and Energetic Group Atmosphere

Students will contribute to a lively and positive atmosphere by participating in joyful celebrations, which will promote a sense of camaraderie and shared enjoyment.



Success Criteria

Effective Non-Verbal Collaboration

Students successfully collaborated nonverbally to display a total of eleven fingers, demonstrating their ability to work together without direct communication.

Active and Enthusiastic Participation

Students actively participate in the game, displaying fingers and enthusiastically celebrating wins, contributing to a fun and engaging group dynamic.

Positive Interaction and Celebration

Students engage in creative and joyful celebrations after successful rounds, showing an understanding of the importance of positive reinforcement and group morale.



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Objective:

It is a fast-paced and fun connection activity where groups of three players aim to collectively show eleven fingers, without prior communication, to score points. The game emphasises teamwork, spontaneity, and celebration.

Players:

Suitable for any number of participants, divided into groups of three.

Materials:

No materials are needed, just enough space for small groups to gather.

Setup:

Participants form groups of three and stand together, ready to play.

Gameplay:

- **Countdown and Finger Display:** Each group counts down “three, two, one,” and on “one,” every player in the group simultaneously displays a certain number of fingers using one hand.
- **No Communication:** Players are not allowed to communicate beforehand about how many fingers they will show.
- **Scoring:** The aim is for each group to show a total of eleven fingers collectively.
- **Celebration:** When a group successfully shows eleven fingers, they must celebrate loudly and joyfully, as if they have just won the lottery. This celebration should last at least ten seconds.
- **Game Duration:** Play for two minutes. At the end of the time, the group with the most successful eleven-finger displays (wins) is declared the champion.

Winning the Game:

The group with the most successful eleven-finger displays at the end of two minutes wins.

Variations for Different Settings:

- **Children’s Edition:** Incorporate fun and exaggerated celebrations or add storytelling to each win.
- **Staff Edition:** Use this game to break down barriers and encourage light-hearted interaction among team members.

Educational Edition: Integrate basic maths or probability concepts into the game.



Legs 11

PLAY

Additional Notes:

- This game is excellent for breaking the ice and encouraging collaboration in a light-hearted and playful manner.
- Encourage groups to be creative and enthusiastic with their celebrations to enhance the fun atmosphere.
- “Legs Eleven” is a simple yet engaging game, ideal for participants of all ages, promoting quick thinking and teamwork.

