

# 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.