

Evolution

PLAY

A fun and engaging variation of rock-paper-scissors where players 'evolve' through different stages by winning rounds. The goal is to progress from an 'egg' to a 'human.'



Learning Intentions

Promote Social Interaction and Engagement:

Students will actively engage with peers through rock-paper-scissors challenges, fostering social interaction, teamwork, and communication in a playful setting.

Encourage Creativity and Playfulness:

Students will express creativity by making fun sounds and performing actions associated with different evolutionary stages, promoting imaginative thinking and laughter.

Enhance Focus and Strategy:

Students will practice quick decision-making and strategic thinking as they compete in rock-paper-scissors, aiming to progress through the game's evolutionary stages.



Success Criteria

Active Participation in the Evolutionary Challenges:

Students enthusiastically participate in rock-paper-scissors challenges, engaging with others at the same stage and contributing to the fun and interactive nature of the game.

Creative Expression of Stages:

Students demonstrate creativity by adopting unique noises and actions for each evolutionary stage, adding humour and enjoyment to the game.

Positive Interaction and Group Dynamics:

Students work well with their peers, showing good sportsmanship, positive interaction, and encouraging others as they evolve through the stages, creating a lively and supportive environment.



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Objective:

A fun and engaging variation of rock-paper-scissors where players 'evolve' through different stages by winning rounds. The goal is to progress from an 'egg' to a 'human.'

Players:

It suits many players, making it perfect for small and large groups.

Materials:

No materials are needed, just space for players to move and interact.

Setup:

All players start in the same area, with enough room to move around and play rock-paper-scissors.

Gameplay:

- **Stages of Evolution:** Players evolve through four stages:
 1. **Egg:** Players start as eggs, making a predetermined funny noise.
 2. **Chicken:** After winning as an egg, players 'evolve' into chickens, adopting a new, funnier noise.
 3. **Monster:** Winning as a chicken turns a player into a monster with a different, pleasant sound.
 4. **Human:** The final evolution is becoming a human who makes no noise.
- **Rock-Paper-Scissors Challenges:**
 - Players at the same evolutionary stage challenge each other to rock-paper-scissors.
 - The winner of the challenge evolves to the next stage.
 - The loser stays at their current stage or devolves one stage back if they are higher than an egg.
- **Interactions:**
 - Eggs find other eggs to challenge; chickens find other chickens, and so on.
 - The game encourages players to seek out opponents at the same stage of evolution actively.





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Winning the Game:

- The aim is to become a human.
- There is no single winner; players reach the human stage at their own pace.
- The game can continue until several players become humans or for a set time.

Variations for Different Settings:

- **Children's Edition:** Include more stages with fun and silly actions or noises.
- **Educational Edition:** Incorporate educational elements like real-life animal sounds or facts.
- **Party Edition:** Add funny actions or dance moves to each evolutionary stage for fun.

Additional Notes:

- Encourage creativity and humour in the noises and actions associated with each stage.
- This game is excellent for icebreakers, parties, and team-building activities, as it promotes interaction and laughter.
- The simplicity of the game rules makes it easy to play and enjoy for all ages.

