

LEGS 11 LOTTERY Winners



the school of
PLAY

Legs Eleven

Instructions

Objective:

It is a fast-paced and fun icebreaker 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.
- Corporate Edition: Use this game to break down barriers and encourage light-hearted interaction among team members.
- Educational Edition: Integrate basic math or probability concepts into the game.

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.