

# Seven Eleven

Grade Three & Four

PLAY

Seven Eleven is a fun and fast-paced connection game designed to promote quick thinking, team coordination, and engagement among participants. The goal is to correctly guess the total number of fingers with your partner to reach the magic numbers of 7 and 11, earning points along the way.



## Learning Intentions

### Develop Quick Thinking and Coordination:

Students will practice making quick decisions and working in sync with their partners to guess the right number of fingers.

### Promote Communication Skills:

The game encourages non-verbal communication as participants must coordinate their actions without speaking, enhancing teamwork and body language awareness.

### Encourage Friendly Competition:

Students will experience friendly competition, learn how to handle challenges, and celebrate both individual and group achievements.



## Success Criteria

### Accurate Guessing:

Students will demonstrate quick thinking by choosing the number of fingers to show, aiming to hit the magic numbers of 7 and 11.

### Active Participation:

Students will stay engaged and work quickly with their partner to calculate and display the correct number of fingers.

### Positive Interaction:

Students will interact positively with others, laughing and enjoying the process while adhering to the no-communication rule.



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## Objective:

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## Players:

- Ideal for any number of participants, but works best in small groups or pairs.
- Each round involves a pair of players, and after each round, players swap partners.

## Materials:

- No materials required.

## Setup:

1. Participants will find a partner and begin with just one hand showing, with any number of fingers between 1 and 5.
2. For the first round, ensure all players understand that they are not allowed to communicate with their partner before displaying their fingers.
3. After the first round, the game will continue by adding in a second hand for the next round.

## Gameplay:

### 1. First Round (Fingers on One Hand):

- Partners stand facing each other, each with one hand extended.
- The count starts with “3, 2, 1” and both players simultaneously show their chosen number of fingers.
- If the combined total of both players' fingers equals 7, they score a point.
- If the total is not 7, no point is awarded.
- The game continues as players find new partners and repeat the process.

### 2. Second Round (Fingers on Two Hands):

- After 2 minutes, players now use both hands.
- The same procedure applies, but this time, the combined total must equal 11.
- Players again attempt to reach 11 by showing any combination of fingers, and they score a point if the total equals 11.
- If the total is not 11, no point is awarded.



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### 3. Punishments for Incorrect Totals:

- For added fun, you can introduce a light-hearted penalty or exercise for those who do not hit the magic number of 7 or 11 (e.g., doing a quick jump, a funny dance, or a silly pose).

### 4. Winning the Game:

- The game continues for 3 to 5 minutes.
- The player with the most points by the end of the game is crowned the *Seven Eleven Champion*.

### Variations for Different Settings:

- **Fitness Edition:** Instead of penalties, players who don't hit the target number (7 or 11) could do quick physical exercises like jumping jacks or squats.
- **Team Edition:** Play in teams, where each member of the team takes turns showing fingers, and the team's total is counted. The team with the most points wins.
- **Family Edition:** Have family members pair up, and each family has to reach a combined score over several rounds to win the *Seven Eleven* trophy.

### Additional Notes:

Seven Eleven is a great way to get everyone engaged and moving, with a bit of friendly competition and fun. The no-communication rule makes it exciting, and the quick pace ensures that everyone stays involved. This game works well in classrooms, at parties, or in family gatherings. The physical element and teamwork required make it ideal for building connections and creating lots of laughter and energy.

