

Legs Eleven

Grade Three & Four

PLAY

Legs Eleven is a fast-paced connection starter where groups of three players aim to collectively show eleven fingers without prior communication. The game emphasises teamwork, spontaneity, and celebration while keeping the energy high and fun.



Learning Intentions

I can collaborate and communicate effectively within a team:

This game encourages players to work together, practice spontaneous teamwork, and enhance their group interaction skills.

I can practice quick thinking and adaptability in a fun environment:

Participants will need to make quick decisions and react in the moment without communicating beforehand.

I can celebrate collective success and contribute to a positive group atmosphere:

The celebration aspect of the game teaches players to recognise and appreciate the successes of their team.



Success Criteria

I can contribute to my group's success by showing the right number of fingers:

Participants should aim to show their fingers in a way that contributes to the collective goal of 11 fingers.

I can collaborate with others effectively to reach our goal:

Successful groups will demonstrate good teamwork and coordination, achieving the target number of fingers.

I can engage fully in the celebration of success:

The joy of winning should be expressed enthusiastically, ensuring the whole group enjoys the experience.



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Objective:

Legs Eleven is a fast-paced connection starter where groups of three players aim to collectively show eleven fingers without prior communication. The game emphasises teamwork, spontaneity, and celebration while keeping the energy high and fun.

Materials Needed:

- No materials needed (just space for participants to gather in groups of three).

Setup:

1. Form Groups of Three:

Divide participants into groups of three. Ensure each group has enough space to stand together and play the game.

2. Position Players:

Each group of three players stands together, ready to begin the game.

Gameplay Instructions:

1. Countdown and Finger Display:

Each group counts down together: "Three, two, one..." On "one," all players in the group simultaneously display a certain number of fingers using one hand. The number of fingers is decided spontaneously by each player, with no communication beforehand about the number they will show. Students cannot use the same number of fingers twice in a row.

2. No Communication:

Players are not allowed to communicate their chosen number of fingers beforehand. The game tests how well the team can work together without verbal or non-verbal coordination before the countdown.

3. Scoring Goal:

The goal for each group is to show a total of **eleven fingers collectively**. For example, if one player shows 5 fingers, the next shows 3, and the third player shows 3, they reach the target of 11 fingers.

4. Celebration:

When a group successfully displays eleven fingers, they must celebrate loudly and joyfully. The celebration should mimic winning a grand prize and last at least 10 seconds. The celebration adds to the fun and energises the group.

Winning the Game:

- **Time Limit:** The game is played for **two minutes**. The group with the most successful eleven-finger displays within this time frame is declared the winner.
- **Note:** Players are encouraged to try as many times as possible during the two minutes.



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Variations for Different Settings:

1. Children's Edition:

Add exaggerated or fun celebrations, like doing a silly dance or telling a quick joke each time the team wins. Alternatively, introduce a storytelling element where the group must share a quick creative story to celebrate their win.

2. Corporate Edition:

Use this game as an icebreaker in a team-building setting. The no-communication rule helps break down barriers and promotes light-hearted interaction among team members.

3. Educational Edition:

Integrate basic math or probability concepts into the game. For example, ask participants to calculate the odds of guessing the right combination of numbers or reflect on strategies that helped them get closer to 11 fingers.

Additional Notes:

- **Teamwork and Spontaneity:** This game is fantastic for teaching teamwork, fast thinking, and adaptability. It fosters group interaction in a relaxed environment.
- **Celebration Focus:** The celebration aspect is crucial for the enjoyment of the game. Ensure the group goes all out with their celebrations, as this enhances the group bonding and fun atmosphere.
- **Inclusive for All Ages:** "Legs Eleven" is a highly adaptable game that works with any age group. It encourages creativity, quick decision-making, and cooperative play, making it an excellent fit for icebreakers, team-building, or simply bringing energy to any session.

