

# Paper Scissors Rock Cheer Squad

# PLAY

To play an energetic version of Paper, Scissors, Rock that incorporates teamwork, cheering, and movement. The goal is to be the last player standing with a train of followers, becoming the "train conductor."



## Learning Intentions

### I can practice fair play and take turns:

Students will learn the rules of Paper, Scissors, Rock and how to participate fairly in a group setting, while practising good sportsmanship.

### I can cooperate and work together in a group:

This game encourages students to work as part of a team, forming cheer trains and supporting each other as they play.

### I can stay active and engage in a fun, energetic activity:

Students will move around, form cheer trains, and cheer for their team, which will help them stay physically active and energised.



## Success Criteria

### Engagement in Challenges and Teamwork:

Students actively participate in Paper, Scissors, Rock challenges and enthusiastically join the cheer train when they lose, demonstrating teamwork and cooperation.

### Positive and Enthusiastic Participation:

Students cheer loudly and support their leader (train conductor) with energy and enthusiasm, contributing to the fun atmosphere of the game.

### Fair and Friendly Competition:

Students follow the rules of the game, taking turns, and displaying good sportsmanship, whether they win or lose, throughout the activity.



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## Objective:

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## Players:

Ideal for large groups, but can be adapted for smaller groups as well.

## Materials:

No materials are required—just enough space for players to move around and form cheer trains.

## Setup:

Make sure students are familiar with the rules of **Paper, Scissors, Rock**:

- **Paper** beats **Rock**
- **Rock** beats **Scissors**
- **Scissors** beats **Paper**

Ensure students have plenty of space to move freely and form their cheer trains.

## Gameplay:

### Challenges:

Starting with two students playing in a pair, they complete one game of Paper, Scissors, Rock. The winner of the game now moves on to find another winner to play against, the winning students raise their arm high in the air to identify themselves as the winner. Students roam around and challenge other students with their arms in the air to a **Paper, Scissors, Rock** game. When two players meet, they play one round of **Paper, Scissors, Rock**.

### Forming Trains:

The losing player places their hands on the winner's shoulders, becoming part of their cheer train. The winning player now has a "train" of followers behind them.

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## **Cheering:**

The followers (train carriages) start cheering for their leader (the front of the train), chanting their name or a fun phrase as loudly as possible. This creates a lively and energetic atmosphere as the "train" moves around. As the players win more games against other students they gain more followers and their cheer squad grows bigger.

## **Objective:**

The game continues until only two players remain, they will by now have a larger cheer squad behind them and are now in the PSR Grand Final! Stop play here and make a big deal out of it, encourage the cheer squads to cheer loud and proud for their player and play the grand final as a best of 3 game series (first player to win 2 games). The winning player becomes the "train conductor" and leads a celebratory victory lap around the area with all other students cheering and following them.

## **Variations for Different Settings:**

### **Children's Edition:**

Incorporate fun and silly chants or actions for the trains. For example, "Choo-choo, all aboard the fun train!" This adds an extra layer of excitement and creativity for younger students.

### **Team Building Edition:**

This version can be adapted for a more cooperative team-building exercise, where players form groups and cheer each other on to build morale and cooperation.

### **Outdoor Edition:**

Use a larger space like a playground or gymnasium, allowing for more movement, larger trains, and a bigger, more energetic environment for the game.

### **Additional Notes:**

Paper Scissors Rock Cheer Squad is an excellent icebreaker or warm-up activity for young students. It's designed to get everyone moving, laughing, and working together. The game's combination of quick thinking, physical activity, and cheerleading fosters teamwork, positive social interaction, and a lot of fun. It's a great way to energise a group and set a positive tone for the rest of the day or session. The focus is on cooperation, sportsmanship, and creating a lively, inclusive atmosphere.