

# Set Go

Quick and Easy

PLAY

**Set Go – Family Edition is a dynamic icebreaker designed to energise and engage everyone with a fast-paced warm-up activity. Players quickly calculate the total number of fingers shown and aim to be the first to announce the correct sum, blending quick thinking with a bit of physical movement.**



## Family Objects

### **Enhancing Quick Thinking and Mental Agility:**

Family members will practise rapid mental calculations by quickly adding up the number of fingers shown, sharpening their reflexes and mental agility.

### **Promoting Physical Activity and Energy:**

This lively game gets everyone moving and energised, making it a perfect warm-up activity to kick off a family gathering or a fun day at home.

### **Fostering Positive Social Interaction:**

By playing in pairs or groups, everyone enjoys friendly competition and positive interaction, strengthening bonds and creating a supportive, fun atmosphere.



## Success Milestones

### **Accurate and Quick Calculation:**

Family members consistently and correctly add up the number of fingers shown, demonstrating sharp mental agility and quick thinking.

### **Active Participation and Engagement:**

Everyone jumps in with enthusiasm, whether playing one-on-one or in larger group formats, contributing to a lively and energetic session.

### **Positive Interaction with Peers:**

Participants display good sportsmanship and encourage one another, ensuring the game remains friendly and inclusive for all ages.



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## Objective:

Set Go – Family Edition is a dynamic icebreaker designed to energise and engage everyone with a fast-paced warm-up activity. Players quickly calculate the total number of fingers shown and aim to be the first to announce the correct sum, blending quick thinking with a bit of physical movement.

## Players:

Suitable for two or more participants—from small pairs to larger groups of 100 or more. The game works well in both pair and group formats.

## Materials:

No materials are required for this game.

## Setup:

### 1. Pair Play Option:

- Participants form pairs.
- Each pair stands facing one another in an open area.

### 2. Group Play Option:

- Set up a square or rectangular playing area with participants positioned at each corner.
- Ensure there's enough space for running and movement.

## Gameplay:

### Basic Rules:

- When the command “set” is given, both players put their hands behind their backs.
- When one player says “go,” both reveal a certain number of fingers simultaneously.
- The first player to correctly add up the total number of fingers shown by both players and announce the sum wins the round.

### Option 1 – Pair Play:

#### • Rounds:

Each pair plays five rounds.

#### • Scoring:

The winner of each round earns a point.

#### • Champion:

After five rounds, the player with the most points in the pair is crowned the champion.

#### • Rotation:

Winners can challenge other winners, while those who didn't win can play amongst themselves for more fun.



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## Option 2 – Group Play:

- **Setup:**

Organise participants in a square or rectangle with each person at a corner.

- **Gameplay:**

Participants play against the person in their corner in a game of “Set Go.”

- The winner of each round runs clockwise to the next corner.
- The loser stays and plays another round with someone in the same corner.

- **Scoring:**

The objective is to complete as many laps of the playing area as possible within a set time. Each completed lap earns one point.

## Winning the Game:

- **Pair Play:**

The player with the most points after five rounds is declared the champion.

- **Group Play:**

The participant who accumulates the most laps (points) within the set time wins the game.

## Variations:

- **Double-Hand Challenge:**

Increase the complexity by allowing players to use both hands for finger counts.

- **Fun Additions:**

Introduce extra rules, such as making players pull a funny face while counting or using a specific hand gesture before revealing their fingers.

## Additional Notes:

Set Go – Family Edition is a lively icebreaker that gets everyone moving and thinking quickly. Perfect for energising a group at the start of a session or family gathering, it encourages both mental agility and physical activity. Enjoy the friendly competition, have a laugh, and let the energy flow as you all join in on this fun-filled challenge!

