



Connections Activity



Title/Skill:	Wizards, Giants, and Elves
Connection Goal:	Personalization: Team Building
Grade Level:	9-12
Time Needed:	25 minutes

Handouts/Materials Provided:

NONE REQUIRED (piece of rope or tape can be used to form center line)

Summary of Activity for the Advisor:

1. This game combines the basic rules of “tag” with “rock, paper scissors”
2. Divide teams evenly and separate them by a center line.
3. Set up a “safety zone” behind each team (about 30-50 feet behind center line)
4. Explain basic rules:
 - Wizards freeze Giants.
 - Giants stomp Elves
 - Elves outsmart Wizards
5. Each team gets a few seconds to plan their choice (Wizards, Giants or Elves) and to consider a backup in event of a draw
 - They approach center line, (a few feet away from ea. other) and on the count of three, present their choice to the other team. Here’s one way to present each choice:
 - **Giant** - Tip-toes, raise hands above head, curl fingers, growling sounds
 - **Wizard** - Crouch slightly, wave and point a magic wand, shouting "kazaam!"
 - **Elf** - On haunches, hands cupped for big ears, shrill screeching noises
 - The winning team (say Giants stomped Elves) becomes “it” and has to tag as many Elves as they can before they reach their safety zone. → **Draws**- repeat
6. The game continues until one side has accumulated all of the players.

Read/Review/Discuss/Do with students:

- What was your strategy for choosing characters?
- Did it help to have a good backup plan?
- What other characters could we use to play this game and how would we represent them?

