



Short Activity
Ages 9–12
30–60 minutes

Rock, Paper, Scissors Card Game Tournament

Description

A Rock, Paper, Scissors tournament that is played with cards picturing each of the three actions.

Number of Participants

For a minimum of 2 participants

Space Considerations

Large open space

Competencies

- Eye-hand coordination
- Following directions
- Strategic thinking

Materials

- Rock Paper Scissors cards template
- Card stock
- Scissors
- Pen/pencil and scrap paper for scorekeeping (optional)

Preparation

- Print the Rock, Paper, Scissors cards template onto card stock
- Cut out cards

Implementation

1. Divide participants into groups of two or three. They will play two rounds of five games.
2. Each player gets one rock, one scissors and one paper card. They can play the same card as often as they like.
3. When the players are ready, they chant "Rock, paper, scissors." On the word scissors, participants show which card they want to play.
4. The winner of each game is based on the Tournament Rules.
5. If there isn't a single winner for a game, affected players do a tie-breaker to decide the winner. This is repeated as often as necessary until there is a winner for that game.
 - Example:
 - Three players play all three cards—these cancel each other out, so all three players play again.
 - Two players choose paper and it beats the third player's rock—the two who chose paper continue in a tie-breaker until one of them wins.
6. In Round 1, the traditional Rock, Paper, Scissors rules apply (e.g. Paper beats Rock).
7. In Round 2, the reverse rules apply (e.g. Rock beats Paper).
8. If there is a tie after two rounds, a third round is played. The original rules apply in this round (see Tournament Rules table).

Rules:

ROCK, PAPER, SCISSORS TOURNAMENT	
Round 1 (& 3)—Original Rules	
MATCH UP	WINNER
PAPER VS ROCK	PAPER
ROCK VS SCISSORS	ROCK
SCISSORS VS PAPER	SCISSORS
Round 2—Reverse Rules	
MATCH UP	WINNER
PAPER VS ROCK	ROCK
ROCK VS SCISSORS	SCISSORS
SCISSORS VS PAPER	PAPER

Accessibility considerations

- Enlarge the Tournament Rules table before printing it on card stock
- Use the action images with the names printed underneath and print them to a larger scale
- For libraries with a braille labeller, write each action in braille and stick the labels on the cards

- Clip or punch the corners of cards with different shapes to give tactile cues to non-braille readers (e.g. round punch-out could indicate rock)
- Alternative playing methods can be adopted, such as:
 - Players hold the cards in their hands and play their desired card by putting it down on the table/floor
 - Players have their cards face up and put their finger on the card they want to use
 - Game can be played in teams—all team members decide on an action and one representative plays the card

Book Suggestions

Camp Average: Double Foul by Craig Battle

A Potato on a Bike by Elise Gravel

The Bad Guys in Dawn of the Underlord by Aaron Blabey

Images

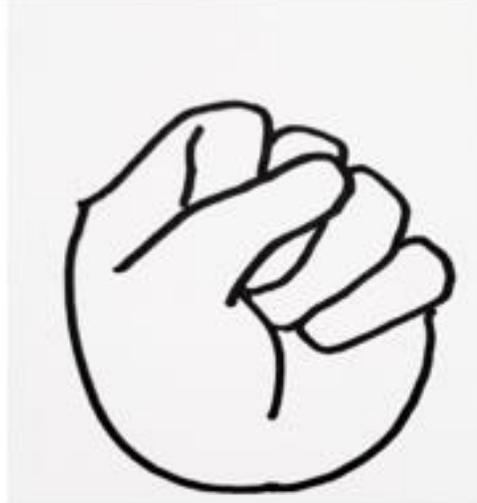
- Tournament Rules table
- Game Cards (with text)
- Game Cards (without text)

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Round 2—Reverse Rules	
MATCH UP	WINNER
PAPER VS ROCK	ROCK
ROCK VS SCISSORS	SCISSORS
SCISSORS VS PAPER	PAPER

GAME CARDS (with text)



SCISSORS



ROCK



PAPER



SCISSORS



ROCK



PAPER

GAME CARDS (without text)

