

# Icebreakers

## Rock, paper, scissors

**Group size:** Any size group

**Resources needed:** • Tokens

**Instructions:**

- Each young person is given three 'tokens'. These could be playing cards, coins, pieces of paper, chess pieces – whatever you have to hand! The aim is to finish with more tokens than anyone else
- Everyone wanders around and finds someone to gamble with. Both players then decide how many cards to gamble. They can't bet more than two cards at a time.
- The pair then play rock, paper, scissors (rock blunts scissors; paper envelops rock; scissors cut paper): the winner collects the cards and moves on to the next person.
- If a person loses all their tokens they can go to a prearranged place and there they can beg, plead, sob, cry, bribe or blackmail passing player for any tokens. When they have been given a token they can rejoin the game.
- Continue the game for a set time and the winner is the person with most tokens.

**Alternatives:** Do not allow people to rejoin the game once they lose their original tokens and the winner is the last person remaining.