

Inspire! Ice Breakers & Openers



Activity: People, Traps & Tigers

Overview

"People, Traps & Tigers" energizes a group through laughter, movement and play. Engage your group in an activity resembling the classic "paper, rock, scissors" and watch as your participants work together to become part of a "winning team." The game ensures that in the end, everyone wins!

Props

- None.

Instructions

- Like "Paper, Rock, Scissors," this game has three interrelated motions: "people," "traps," and "tigers."
- People beat traps, traps beat tigers, and tigers beat people.
- Each of the three has a particular motion that involves a person's arms, stance, and vocals. These should be exaggerated for best results!
- Demonstrate the motions for each element. Then, ask them to show you each element, encouraging them to get into the spirit of the game with bigger arm motions, growls, and jaw-like chomping enthusiasm.
- Group members begin by standing face-to-face with a partner and playing one-on-one.
- Each pair plays the best two out of three, wildly performing the motions.
- The person who wins takes the other on to his or her side, forming a team of two.
- This newly formed duo seeks out another pair. When pairs meet they play just as before, except this time the members of each team must agree on which motion to perform or they forfeit the win. No team may show more than one motion in a turn.
- When a team of two wins, once again they take the others on to their side forming a team of four, and compete against another team of four next round.

- Later in the game, if it becomes impossible for groups of the same size to face-off try and match them up as best as possible.
- Continue play until only two large teams remain. The championship match is the best two out of three between the two final teams. Ensure that everyone on the same team does the same motion each round; otherwise that team forfeits that round. In the end, you are the referee, so be sure to enforce the most important rule: Have fun!

Safety

Movement is required in this activity. Be conscious of the surrounding area of play for potential tripping and other hazards. Use common sense and watch when students perform the motions. Sometimes the "trap" gets confused with the "grab."

Variations

Use "People, Traps & Tigers" to create a fun environment. It is perfect at the beginning of the day, or as a break between long periods of sitting or intense effort. The no-props, no set-up properties of this game make it ideal as an "on-the-spot" activity. Of course you may change the motions, sounds and context to fit your situation.