

# Play a game of 'Giants, Wizards, Elves'



## For leaders

Much like the game 'Rock, Paper, Scissors'. In two teams, each must agree on their character - giant, wizard, elf. On the count of 3 both teams must turn to face each other and perform their actions: Giants - stand on tip toes, hands high in the air and make a menacing noise, Wizards - crouch slightly, waving hands out in front as though making a magic spell, Elves - crouch down with hands cupped behind their ears and make a high pitched giggling noise. Giants beat elves as they "squash" them. Elves beat wizards because they outsmart them. Wizards beat giants because they zap them with a spell. If both teams show the same character, no one wins. The winning team then run to capture as many people as possible to join their team.

## Age 14 - 18

## Age 7 - 11

## Activity details

### This activity counts towards...



- Wizarding Adventures

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Free	Indoors/Outdoors
Day/Night	

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|----------------------------------|---------------------------------------------|
| <input type="checkbox"/> 11 - 14 | <input checked="" type="checkbox"/> 14 - 18 |
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| <input type="checkbox"/> 3 - 5   |                                             |
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|--------------------------------------------|--------------------------------------------|
| <input checked="" type="checkbox"/> Autumn | <input checked="" type="checkbox"/> Spring |
| <input checked="" type="checkbox"/> Summer | <input checked="" type="checkbox"/> Winter |
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### Skills:

- Communication
- Gross Motor Skills
- Reasoning
- Teamwork

### Equipment: