

FRUIT GAME (game 1)

Setup:

Split into teams of five. Each team picks a fruit as their team name, like Apples or Bananas. Teams huddle together with arms over shoulders.

How It Works:

Teams take turns chanting and jumping together. They jump **three times** while shouting **their own** fruit name, then on the **fourth** jump, call out **another team's** fruit. That team goes next and does the same thing. If a team jumps out of sync, chants off-beat, or misses their cue, they're out and must sit down.

How to Win:

When only two teams remain, they can call their own fruit on the fourth jump to go again. The last team standing wins.

[Script]

"Welcome to the Fruit Game! Split into **teams of five** and pick a fruit as your team name - maybe Apples, Bananas, or Mangoes. Each team huddles up with arms over shoulders, ready to move together. You'll jump and chant your fruit name three times, then on the fourth jump, call out another team's fruit. That team takes over and keeps the rhythm going. If a team jumps out of sync, chants off-beat, or misses their cue, they're out and must sit down. When only two teams are left, they can call their own fruit on the fourth jump to go again immediately. Keep the energy up and the timing tight. The last team standing wins!"

ROCK PAPER SCISSORS RACE (game 2)

Setup:

Line up at least **ten chairs (or marked spots if no chairs) in a row**. Divide the kids into two teams. Two teams stand on opposite ends of the row. The front person of each team is ready to start.

How It Works:

On “Go” the front players from each team sit (or move) through each seat toward the opposite end as fast as they can. When they meet, they play Rock Paper Scissors. The loser **returns** to their team’s back of the line; the winner **keeps going** down the row. The losing team must send their next person immediately to try and **stop** the advancing player, meeting them and playing again.

How to Win:

If one player makes it all the way down to the other team’s end without being stopped, their team **scores one point**. The first team to reach **three points** wins.

"This is Rock Paper Scissors Race! We’ve got a line of chairs - at least ten in a row - and two teams starting on opposite ends. When I say go, the first player from each team races down the chairs, sitting on each one as fast as they can. When the two players meet, they stop and play rock paper scissors. Loser goes to the back of their team’s line, winner keeps moving forward. The losing team’s next player has to jump in fast and stop them by meeting them on a chair and playing again. If a player makes it all the way to the other end without being stopped, their team scores a point. First team to three points wins!"