

Title	Giant Wizard Dwarf
Duration	10-20 minutes
Nr of participants	4+
Objectives	Develop collaboration and decision-making
Description	<p>The instructor splits the group into 2 equal lines facing one another at each side of the room and draws an imaginary line halfway between them in the center of the room.</p> <p>To start, the instructor introduces the characters/heroes that will be channeled by the participants during the activity. The characters are Wizard, Giant, and Dwarf.</p> <p>The facilitator asks the group to come up with an action for each of the three.</p> <p>After the group agrees on the actions/movements and sounds/noises, the instructor explains the rules.</p> <p>This game is like rock paper scissors. Giant beats Dwarf because it can step on it, Wizard beats Giant because Wizard can turn Giant into a rock, Dwarf beats Wizard because it can run away from Wizard's spells.</p> <p>Once the rules are clear, the instructor asks the groups to choose a character and come back into their lines, facing one another, from the back of the room.</p> <p>The instructor counts to three and each group charges towards the center line to do the action and sound they have chosen. The "winning" team get a point and the first group to get five points wins the game.</p>
Variations	The actions/movements can be created with the participants sitting down. You can play this game online as well.