Rock paper scissors knockout competition.

Session _____

Date _____

A familiar game turned into a cheering tournament: every loser joins the winner's supporters until two finalists remain. How to run it in 5 to 10 minutes.



1 INVITATION

Find a partner and play rock paper scissors. If you lose, stand behind the winner and cheer them on. You stay in the game as a supporter.



2 SPACE AND MATERIALS

Use an open space where people can move freely. Keep pathways clear. No grabbing or pulling.



3 PARTICIPATION

Everyone starts as a player. After losing, they become a supporter. Make the cheering rule explicit. It is part of the game, not something to watch from the side.



4 GROUPS

Start in pairs. Winners find other winners. Their supporters follow. Each round brings the losing group into the winning group.

The five structural elements come from Liberating Structures: this card includes content from liberatingstructures.com by Keith McCandless, Henri Lipmanowicz and Nancy White. Licensed under CC BY-SA 4.0, and so is this card.



5 STEPS AND TIME

5 to 10 minutes.

1. **Show it**
   Demonstrate the gestures. Agree on the cadence: “rock, paper, scissors, shoot”. Everyone throws at the same moment.
2. **Pair up**
   Ask everyone to find a partner and play. Replay a tie until there is a winner.
3. **Cheer**
   The loser stands behind the winner and cheers them on.
4. **Winners meet**
   Each winner finds another winner to play. Their supporters come with them.
5. **Groups grow**
   The losing player and their supporters join the winner’s group.
6. **Repeat**
   Keep going until two finalists remain, each with a group behind them.
7. **Final**
   Play the final. Use best of three if you want a longer ending.

Tip Allow 5 to 10 minutes for the whole game. Keep it playful and inclusive. Encourage cheering, but keep people moving safely.