

# Super Champion

Short description of activity: Players play Rock-Paper-Scissors to find the Super Champion.

Type of activity: Energizer; Team Building  
Minimum Time Needed for Activity: 10 min  
Grade Level: K-12  
Subject Area: None

**Materials:**

None

**Set Up:**

1. Divide the group into pairs.

**Play:**

1. Players in each pair face each other with hands behind their back.
2. On the signal, players play Rock-Paper-Scissors.
3. The person who loses that round becomes the cheerleader for the winner of the round. They follow that player to their next game of Rock-Paper-Scissors, cheering them on.
  - a. The opponent in that round will also have their own cheerleader,
4. The person who loses that round, and their cheerleader, becomes the cheerleader for the winner of the round. They follow that player to their next game of Rock-Paper-Scissors, cheering them on.
  - a. At this point, each competitor will have 3 cheerleaders.
5. Continue play, with winners gathering larger and larger groups of cheerleaders until there are only two competitors remaining. Final winner is the Super Champion

**Variations:**

- Use flash cards or play [Fast Hands](#) instead of Rock-Paper-Scissors.
- Use this to divide the group into two random, equal teams.

**Standards:**

**P.E. Standards> Standard 4E/M: The physically literate individual exhibits responsible personal and social behavior that respects self and others.**