

	<p>their heads and count down, "3-2-1." Then they must each pick up one of their cards (they mustn't show one another their card). Student 1 asks student 2 "What do you have to do?" Student 2 answers according to what is on their card. For example, "I have to vacuum." Then student 2 asks student 1 the question. If they have the same card, they high five one another and the cards are left out of play next time. If they have different cards, they must put them back, face down and mix the cards around so they don't know which is which. They keep playing until all of their cards are matched. The first pair to match all of their cards could win a prize, or just the satisfaction of knowing they won!</p> <p>During the game you should constantly walk amongst the students to make sure they are playing correctly and to answer any questions they may have.</p> <p>It is a good idea to model this game with a student while explaining how to play. It will be helpful to the students to see the game being played.</p>
<p>Production (Time: 25 minutes) <i>Card RPS game</i> <i>Harry Potter game</i></p>	<p>Card RPS Game: Each student gets 3 chosen game cards. They must keep their cards a secret from their classmates. When you say "go" they must find a partner and play rock, paper, scissors with them. The loser must choose one of their own cards (still keeping it a secret). The winner asks, "What do you have to do?" and the loser does the actions for the choice they've chosen. The winner must guess what choice they have to do. If they guess correctly they get the card. If they are wrong they don't get anything. Both students then separate and find new partners. The aim of the game is for students to collect as many cards as possible. Keep some spare cards in case some students lose all of their cards really quickly.</p> <p>Harry Potter Game: For this game you need 2-5 (depending on class size) students to play Voldemort and the rest will be Harry Potters. The Voldemorts are given a 'wand' (it's a good idea to change the voldemorts often in this game so everyone gets a turn of using a wand). You should clear all of the desks out of the way for this game. Better still, play this in the gym or playground.</p> <p>The Harry Potters are told to run. The voldemorts must count to 10 before they are allowed to chase the Harry Potters. They must try to touch a Harry Potter on the shoulder or arm with their wand. They mustn't hit, just tap and certainly not on anyone's head/face. When they've been tapped by a wand, the</p>