

Evolution

<https://www.playworks.org/game-library/evolution/>



Developmental Goal: To increase social comfort and to improve non-verbal communication.

Before You Start

- Have the whole group gather in a contained area.
- Explain the evolution of all life in our group goes in this order: First the egg, then the chicken, the dinosaur, rock star, superhero.
- Each stage of evolution has a corresponding action – egg is low to the ground with hands over their head, chicken walks like a chicken and clucks, dinosaur has arms outstretched like big jaws, etc.
- Demonstrate clearly the different steps and order of evolution, including what to do if you win or do not win Rock Paper Scissors (also called Ro Sham Bo).
- Make sure that everyone knows how to play [Ro Sham Bo](#).
- Remind players that they can only do Rock Paper Scissors with someone who is at the same stage of evolution; this encourages players to interact with many different people, not just their friends.

How to Play

- Everyone begins as an egg.
- Players mix up, pair up and play [Rock Paper Scissors](#) (also called Ro Sham Bo).
- The person who wins evolves to the next step, the person who did not win goes down a stage. If the player is already an egg s/he remains an egg.
- Players pair up again, only with someone who is in the same stage of evolution.
- When a player evolves all the way to a superhero, s/he is finished and can fly around the area.
- Game ends when all the players are also superheroes or when the time limit is up.

Variations

- Allow players who lose Rock Paper Scissors to remain at their current stage of evolution. This makes the game go a little faster.