



# GAME

## Groupiest

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### OVERVIEW

In this all-skate game, groups will race to determine who best fits superlatives that are called out by the host.

### WHAT YOU'LL NEED

- A list of superlatives (We've provided a list to get you started!)
- A bell or buzzer
- A chair or stool
- Gaffer tape
- A large, cleared out space in your environment
- All of your middle schoolers split into teams of 5-10 students each
- An adult leader for each team

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### HOW-TO

#### PREP

- Clear your environment so that it's free of obstacles.
- Place a bell or buzzer in the middle of the room on top of a chair or stool.
- Determine where each team will play by placing a piece of Gaffer tape at least 15 steps from the buzzer for each team.

#### PLAY

1. Split all of your students into teams of 5-10 students. (It's no problem if the groups have different numbers or aren't even.)
2. Have each team gather in their spot, being careful not to pass the boundary tape.
3. Read each superlative one at a time.
4. As a team, players will decide who best fits that superlative. (This does not include the adult leader unless specified.)
5. The chosen player will run as fast as they can to the bell in the middle of the room and ring it.
6. A point will be given to the fastest team of each round. (Ask the leaders to keep track of their team's points.)

7. At the end of the game, the team with the most points wins.

#### LIST OF SUPERLATIVES

- The player who has traveled the farthest to get here
- The tallest player on your team
- The player with the most pets
- The player with the most unique pet
- The player who knows how to play the most instruments
- The player who can jump the highest
- The player with the smallest feet
- The player with the most siblings
- The shortest player on your team
- The player who can shout the loudest
- The oldest player in your group (not counting the adult!)
- The player with the longest hair
- The winner of a "Rock, Paper, Scissors" tournament. (Winners play winners, losers sit.)
- The player who lives closest to church

- The player who can spell their name backwards the fastest
- Your adult leader!
- Anyone who hasn't rung the bell yet!

## NOTES

- The job of the leaders is to keep their team behind the boundary line and help decide which player best fits each superlative.
- The host can feel free to call out players who misrepresented their team. For example, "Is Miguel really the tallest

person in your group? Looks like Lena is taller. Minus a point!"

- If you don't have a bell or buzzer, use Gaffer tape to designate where students need to run to in the middle of the room. You can ask a leader to sit near that space to track the order of who gets there first.
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