

# Shuffle

*Shuffle* is a good way to teach children conflict management and active listening skills. While giving them a chance to show kindness and empathy, it also helps them cultivate resilience - a critical life skill.

This game requires five players at a time and can be played both outdoors and inside; anywhere students have some space to move around.

While five students are actively playing, the remaining classmates queue to join in.

## Materials

- Place markers, e.g. cones, hula-hoops, or small beanbags.

## Instructions

1. Prepare a square on the ground using four markers for the corners. Place a fifth marker in the center of the square.
2. Before beginning, make sure the students understand the rules of "Rock-Paper-Scissors"
3. *Shuffle* requires five students per square. Ask four students to grab a corner to themselves or to stand in the center. The rest of the students can form a line to join in once a player is "out."
4. The center student will begin by calling out: "*Shuffle.*" When they do, every player must head to a new corner marker, including the student in the center.
5. If two students reach the same marker simultaneously, they will need to play "Rock-Paper-Scissors"; the winner will occupy the corner while the loser is "out."
6. Another student from the queue then joins the game in the center, and starts a new round.