

Reality Ride

4. Count Your Fingers

Spatial Requirements: Regular classroom setup: little or no space required

Activity Type: Movement/group

Grades: 1-12

Group Size: 2 or more

Time: 5 minutes

Introduction: This activity will help students see the level of control they have over the choices they make, and the consequences that follow when they make certain choices.

Materials:

- None

Activity:

Ask the members of the group to pair off. Tell the group that they will put their hands behind their back and, on the count of three, show their fingers to their partner. Each partner in the group will hold up from 0 to 10 fingers. The first person that can count the total number of fingers on their partner's hands and their own hands is the winner. Call up a partner to demonstrate, then begin. Tell the group that there will be three chances to determine the overall winner. Once everyone is ready, count to three and ask all partners to show their hands. Repeat this process two more times to determine the overall winners.

Processing the Experience:

- Tell the group, "A few of you counted your partner's fingers and then counted your own." Should you have known how many fingers you had behind your back?
- Who were the people that usually won the activity? (The ones that knew how many fingers they were going to show their partner)
- Why is it so important to make up your mind before you are faced with a choice that will get you into trouble?
- Listen to the following statement and explain what it means:
- "When you choose the beginning of the road you also choose your destination." OR "You are free to choose, but you are not free to alter the consequence of your choice."