

RISK:

1. Cards/War

- Make Teams
- Each team has a deck of cards
- When instructor says go each player flips a card
- Opposing player with higher number gets the other players card
- Play until one team has all the cards

2. Cards/Red or Black

- Make Teams
- Instructor will have deck
- Teams will pick red or black
- Instructor will flip card
- If it is not what the team guessed there should be a consequence (ie. push ups)
- Instructor should also keep points for what team guesses the most correct

3. Cards/High or Low

- Make Teams
- Instructor will have deck
- Teams will pick high or low
- Instructor will flip card
- If it is not what the team guessed there should be a consequence (ie. push ups)
- Instructor should also keep points for what team guesses the most correct

4. Three Cup Monty

- Instructor will put an object under one cup
- Instructor will move cup around trying to confuse students
- Students will try and follow the cup that they think the object is under
- If guessed right, they get a point. If guessed wrong instructor gets a point

5. Coin Toss Gamble

- Players will select either heads or tails
- Instructor will flip coin
- If they guess right they don't have to do an exercise, instructor does
- If they guess wrong they have to do an exercise

6. Shuffle Table

- Instructor will clear a flat surface and mark points on the table that increase as you get closer to the edge
- Players will slide object across trying not to let it slide off the table but getting as close to the edge as possible
- Players should keep track of points
- Points should be 2, 4, and 6 for the three area closest to edge
- First player or team to 20 wins