**Creation Ladder**

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**LIFE**

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**![C:\Users\srmaryangela\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\R1CNT98B\MCj02922040000[1].wmf]()Creation Ladder**

J.M.J.A.

Creation Ladder Game

Number of players: any number

Time needed: 7 to 60 min. You need not wait until all become “angels”

In fact, not all become angels due to the nature of the game.

Object of the game: to move up the rank until you “become” an angel. **Do clarify that humans do not become angels, but we do this to make the game fun!**

Rank of creation and the actions:

Angel – flapping wings (arms)

 Human – praying hands

 Animal – one arm out like an elephant trunk

 Plant – arms as tree branches

 Rock – curled up in a ball

# How to play: Every one starts out like a rock. Students get with a partner curled up like a rock and play “Rock, Paper, Scissors”. The winner moves up to the next rank (plant), does the actions of a plant and then looks for another plant. “Rock, Paper, Scissors” is played again. Each time a child wins “Rock, Paper, Scissors” he/she moves up. Each time a child loses they move down one on the Creation Ladder. All angels congregate in a designated area in the room all flapping their wings.

NB.: This is usually a loud game. It can be played outside.