

Set Go

Hands behind backs. Then count the fingers. First to shout the total wins.

SCAN TO SEE IT PLAYED



The core game

How it works

- 1 Stand facing your partner — hands behind your backs.
- 2 Leader calls 'Set!' — both players hold out any number of fingers (0–10 total).
- 3 Leader calls 'Go!' — first to shout the correct total wins the round.
- 4 Play 5 rounds. Most points = champion. Then challenge someone new.

Ways to play

Two versions for every occasion

Way 1 — Head to Head

Best for 2–6 players · Around the house

- Face a partner with hands behind your backs.
- On 'Set' — throw out your fingers to make a number.
- On 'Go' — shout the total of all fingers showing. First and correct wins.
- Play 5 rounds. Winner finds another winner. Losers play each other.
- Keep going until one champion is crowned.

Way 2 — The Circuit

Best for 8+ players · Backyard or park

- Mark four corners with cones, shoes, or bags to form a square.
- Split into groups at each corner — at least 2 per corner.
- Play one round of Set Go at your corner.
- Winner stays. Loser jogs clockwise to the next corner.
- Every full lap of the circuit scores one point. Biggest lap total wins.
- Bigger square = more running = better warm-up!

TIP FOR PARENTS

Try this at home

Start at the dinner table with 5 rounds. The first time your child beats you, they will want to play every night.

THE SCIENCE OF
PLAY**Why it works**

Set Go fires up the brain and the body at the same time — instant competition, quick maths, no rules to explain. It bonds people fast because everyone starts equal, everyone can win, and the laughter comes naturally. One game leads to another every time.

SCHOOL ' HOME

The connection

The same game your child played at school today — now played at home with you. That shared moment is the whole point.