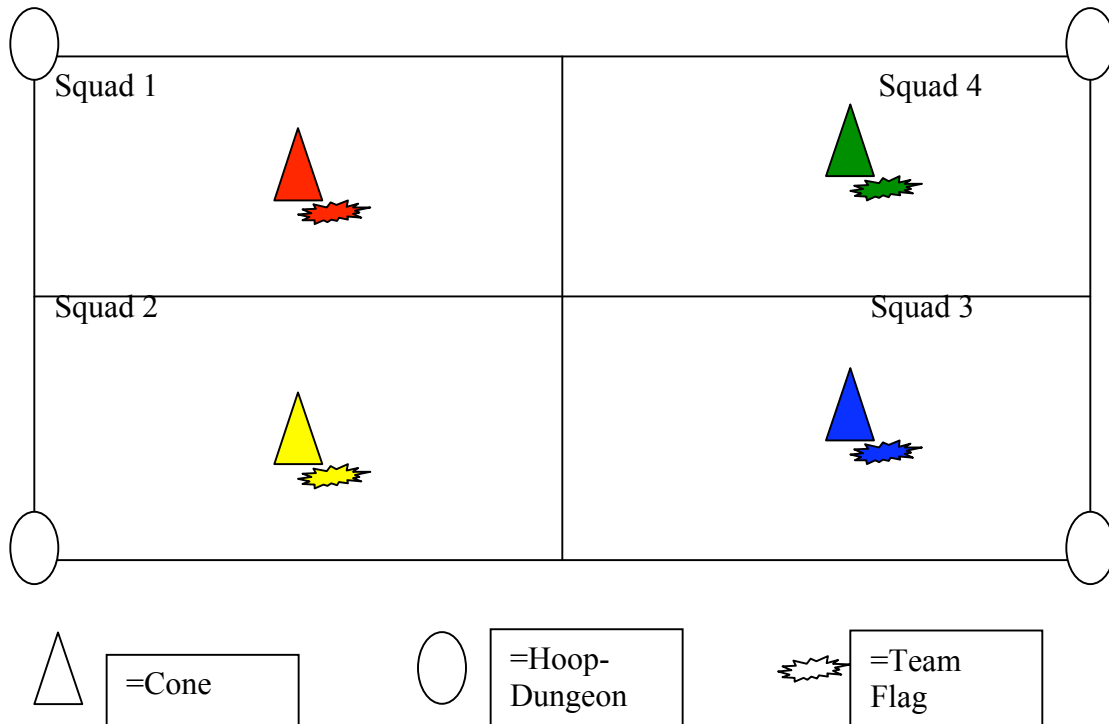


Game :Dungeon and Dragons (This is a take off of the original Capture the Flag game but played with 4 areas to increase activity). Grades 3-5

Object of Game: To try and take the other teams flags. Once a team has 3 flags game is over. Add PFA Challenge-How many of your team mates will you are able to free.

Set Up



Equipment-

- 4 cones (Each team has cone to make flag area. Can put flag on cone but do not tuck in hole of cone)
- 4 flags or pinnies (different color)
- Area marked off with cones or lines to represent 4 different team areas (A team member can not be tagged in their team area, but they can be tagged in other team areas)
- Possible to add up to 3 footballs/balls to each area.

Procedure:

- Divide class into 4 equal teams-assign pinnie colors
- On start of game players will try to get flag from other teams
- If caught in another area must go to dungeon (Hoop) in that area
- To be freed from dungeon must have one of your team members come and free you (single touch) (Encourage PFA Challenge-see below)
- PFA Challenge- (Once a free player has made it to another dungeon) they may free more than one person from the dungeon, (teammates) taking the hand of two players caught and in the dungeon. All three players hold hands to PFA equipment area and perform designated tasks for the day. Once task is completed you return to your team. Because players are holding hands can not be retagged on way to PFA equipment.

Additional Challenges

- Footballs can be added and become like extra flags but can be used to get teammates out of other Dungeons. If a ball is thrown and a player catches it in a Dungeon they get to bring 1 other player (from their team) with them-Free walk back to team. If ball is dropped any free player can pick it up and pass to their team and place next to cone. If play with footballs must have 3 flags and 6 footballs to win. (This can be modified to fit different situations).
- Challenging can be added- ask another person close to boundary line of another team if they would accept a challenge. If they accept, then face each other, place one foot toe to toe on boundary line, extend hand and lock wrist/not hands because someone can let go (need to demonstrate for safety). Count to 3 together then try and pull the person to your side. If player is pulled across line it is the same as being caught.