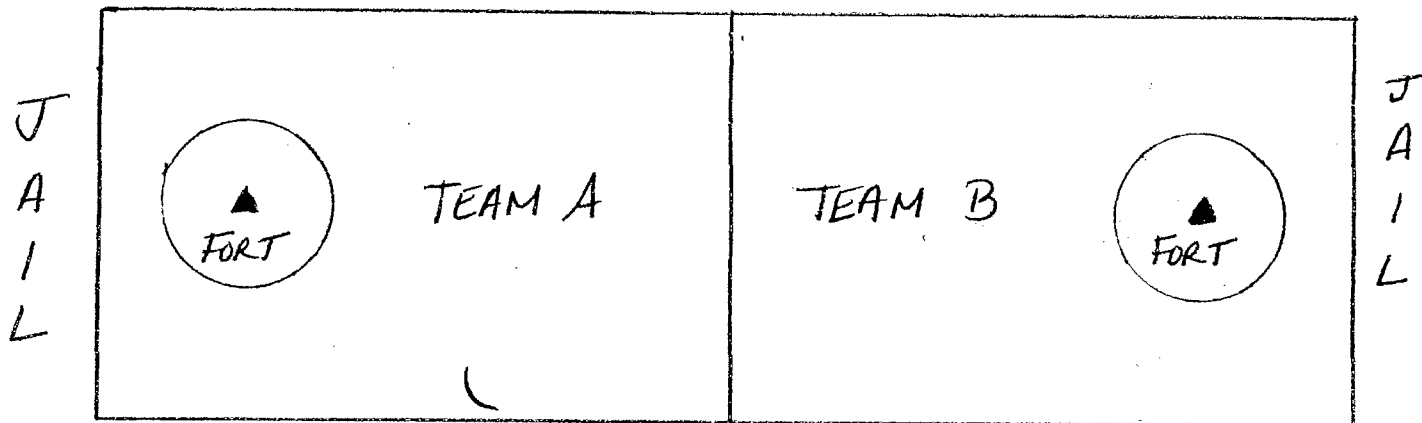


Capture the Flag

Capture the flag involves two opposing teams. Each team has a fort with a flag. The goal of the game is to capture the other team's flag and bring it across the centerline.

Set up:

On a large playing field, draw a line (or use cones) down the center of the field. Set a fort and a jail for each team at the end of the field. Place a flag on a cone in each fort.



Rules:

Divide the class into two teams. Assign team A to one end of the playing field and team B to the other. The field between team A's fort and center line is considered safe for team A, and the field between team B's fort and center line is safe for team B. Once a member of team A crosses into team B's territory, he or she can be tagged and sent to team B's jail and vice-versa. The goal is for each to cross safely into enemy territory and capture the opposing team's flag. The team members must attempt to bring it safely across the center line. If he or she gets tagged while holding the flag, the flag must be dropped at that spot and he or she reports to jail.

Capture:

To capture an opposing team member, he or she must be tagged. The prisoner must then report to the jail where he or she will wait until a teammate rescues him or her. The teammate and prisoner must link arms and go back to their "safe" side.

Safe Territory:

Each team is safe on his or her team's side of the playing field. Each person is also safe once he or she enters the other team's fort or jail.

Strategy:

It is often helpful to set a team strategy. Guards are usually set at both the forts and the jails, and team members plan together to free one another and to move the flag down the field.