

# Germ Tag

## RUSTY'S MEADOW Active & Healthy Living



### The Adventure:

Do you know how to keep from becoming sick when others are in your Colony, at school or at home?

A good place to start is to avoid touching somebody, who you know is sick, on the hands or face. Germs are often spread through handshakes, sneezes, coughing and touching doorknobs and taps.

Imagine one Beaver Scout is sick. This first Beaver

is "it", and has to tag others to spread the infection. When another Beaver is tagged, that Beaver is "it" too!

Beavers who are not "infected" wear their hats. When you are tagged, take your hat off to let others know that you are sick, and they should look out!

Play until every Beaver is tagged. The last one to be tagged is the winner.

### Plan:

- When and where will you play germ tag?
- How will you decide who will be "it" first?
- What are the borders for your game?
- What happens to a Beaver Scout who runs out of bounds?

### Do:

- Play a great game of germ tag!
- If your game goes quickly, you can play again. The winner can be the first one "it" for the next game.

### Review:

- What do you know now that you did not know before?
- What did you learn about the space you need for the game?
- How did you work as a team to avoid getting tagged, or to tag others?
- How did the game change after more and more Beavers were tagged?
- How can you avoid sharing your germs with others and picking up germs from people around you?

### Online Resources: The Journey of a Germ

### Safety note:

- What should you wear on your feet for this Adventure?
- What is a safe place to play this game?

