

# SCOUTS YLT

## Heroes and Villains Tag

### The Adventure:

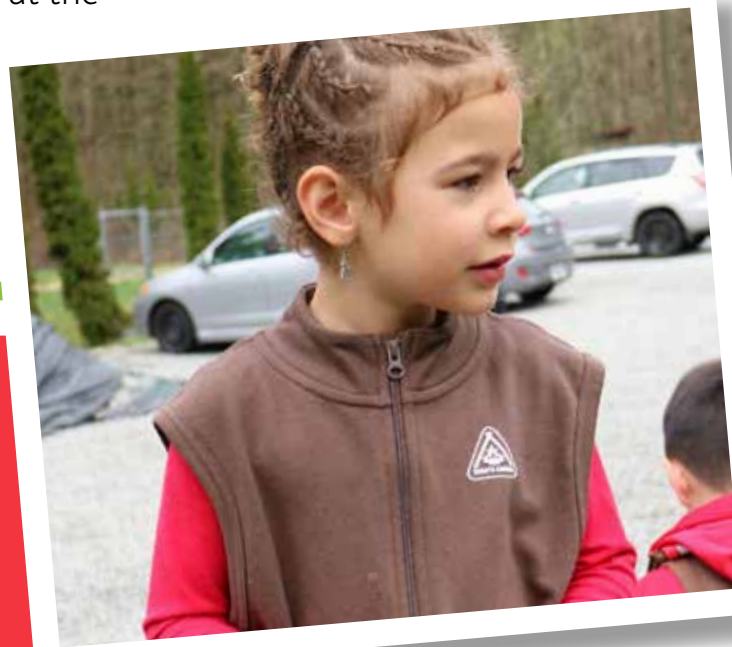
Split up into two equal teams. There should be the same number of Beavers on each team. One team will be the Heroes, and the other will be the Villains. (You might want to flip a coin to decide which team is which!)

The Beavers on the Heroes team should wear their hats. The Beavers on the Villains team will need their hats too, but they should hold them in their hands or keep them in their pockets.

Both sides are “it” in this game of tag. To tag someone on the other team, two people from your team have to tag that person at the same time.

When a player is tagged by two people from the other team at the same time, he or she “flips” and becomes a member of the other team. If the tagged player was a Hero, he or she becomes a Villain and takes off his or her hat.

Play until every player is on the same team.



### Safety Note:

- How should everyone be dressed for this game? What should players wear on their feet?
- What is a safe place to play this game? What makes it safe?

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## MALAK'S MAPLE

### Leadership: Problem Solving



### Plan:

- Where will you play this game?
- How much time will you allow for this game?
- What do you need for this game?
- How will you make up fair teams to start the game?

### Do:

- Play Heroes and Villains Tag!
- If everyone is tired of playing before the game is over, stop anyway.

### Review:

- What do you know now that you did not know before?
- What happened during the game?
- Was there any conflict about who tagged whom? How did you sort it out?
- How did you use teamwork in the game?
- What peacemaking skills did you use during the game? How can you use the same skills in other conflicts?

### Online Resources:

Heads and Tails Tag ([www2.peacefirst.org/digitalactivitycenter/files/heads\\_and\\_tails\\_tag.pdf](http://www2.peacefirst.org/digitalactivitycenter/files/heads_and_tails_tag.pdf))



It starts with Scouts.