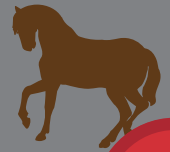


SCOUTS YLT

The Label Game

RED COAT TRAIL

Leadership: Teamwork



The Adventure:

Count the number of Scouts in your group and divide the total by three. Make an equal number of cards—numbered one, two and three—for the size of your group. Draw cards randomly, and don't peek at the number you've drawn. Wear your card on your forehead so that others can see your number.

Interact with the group, and behave according to the numbers people have on their foreheads. Actively avoid #1's, treat #2's neutrally and seek out #3's to pay them attention. Ensure you have at least one interaction with at least one person from each number group.

After one round, mingle again, but treat everyone like #3's.

Safety Note:

Note that the #1s are avoided, not treated poorly. While not giving them attention is part of the activity, it is not okay to be mean to those with #1.

Online Resources:

Prejudice & Discrimination
Discrimination

Plan:

- How will you secure your cards to your foreheads?

Do:

- Mingle with your group and treat people according to the numbers on their foreheads.

Review:

- What do you know now that you did not know before?
- What didn't you like about it? What vibe was the group giving you?
- What did you notice that was different between the two rounds? Which one was faster?
- How does this idea apply to your Patrol meetings and adventures? What can you do to make your Patrol feel more like the second round than the first round?
- How does a good leader make you feel? What kind of a group dynamic do you like? Is it structured? Friendly? Competitive? Welcoming? Exclusive?

