

## "IT" TAG

**TIME** 20–30 minutes

### SUPPLIES

- › Masking tape

**SET UP** Mark boundaries for a large play area in which players can run and move.

**THE GAME** Tell players to scatter around the play area within the boundaries. Every player is "it." The goal is to be the last "it" standing. On the signal, players try to tag another player before being tagged themselves. Players can break a tag tie with a quick round of "Rock, Paper, Scissors." If tagged, a player is out and kneels where he or she is tagged. The last "it" standing wins.

### GOING DEEPER

- › If two or more players tagged each other at the same time, how difficult or easy was it to resolve the issue?
- › What helps you resolve conflicts peacefully with friends and family?
- › What is an "it" you try to avoid in daily life?

## ANIMAL CORNERS

**TIME** 10–20 minutes

### SUPPLIES

- › Four sheets of paper
- › Masking tape
- › Marker

**THE GAME** Label each sheet of paper with one of these titles: "Lion," "Deer," "Fox," and "Dove" (you could also use "Mountain," "River," "Ocean," "Meadow," or "Piano," "Guitar," "Drum," and "Flute"). Tape one sign in each corner of the room. Ask players to stand under the sign they are most like when part of the group.

### GOING DEEPER

- › Why did you choose this sign?
- › What choice would you make (and why) if you were with friends? Family? By yourself?
- › How difficult was it for you to choose?
- › How is taking a stand important for each of us?