# Tails

*Materials*: tails made of Duct tape, cloth or bandanas

**Procedure: (Awaken Enthusiasm )** Salamanders are carnivorous and will eat anything that fits in their mouth. They also have the unique ability to lose their tail if attacked by a predator. While losing their tail is not ideal and does hurt the salamander, it allows them to live another day and in time their tail will regrow. Tails is a running and tagging game that lets children pretend to be a salamander, hunting and being hunted.

1) Before the game, establish a boundary. We often use the shade created by trees as our boundary, but anything will do.

2) Each student is given a tail. We use a strip of duck tape that has been folded on itself to create a tail that is about 50cm long. Instruct the students that the tail should be tucked into the back of their pants and should be left long enough to reach the back of their knees. And let them know that they shouldn't tie it to their clothing.

3) On Go the students, turned salamanders, will attempt to capture other tails without losing their own. When a student succeeds in capturing another salamander's tail, they hand it back and continue on their way. The salamander who has lost their tail will stand on the border of the game and wait until the individual who took it gets out. Giving them time for their tail to regrow. For example, John pulls out the tails of Peter, Sam, and Julie, so they stand on the border. David pulls out John's tail and now Peter, Sam, and Julie are all back in the game.

4) Students can also get back in the game if the leader calls out "Tail Break", in which case, everyone re-enters the game. If a student's tail falls out while they are running they can pick it up, tuck it back in and resume playing.

5) In this game everyone is on their own and so there should be no teaming up or forming of alliances. Remind the students at the start, that this is a non-contact game. Students can only run and dodge to protect their tails, they can not lay down or sit down or physically prevent someone from taking their tails.