CATCH THE DRAGON’S TAIL

Activity Description:
The group forms a line called the Dragon. The head of the dragon must run around to capture the flag at the tail.

Directions:
- A dragon is formed by grouping the players into a long line each with their hands on the shoulders of the one in front of him.
- The first in the row is the dragon's head.
- The last in the row is the dragon's tail, eager to lash to the right and left in order to escape the head.
- Until the signal GO is given, the dragon must be a straight line. Someone in the group counts "One, two, three, go!"
- On the signal GO the head runs around toward the tail and tries to catch it. The whole body must move with the head and remain unbroken.
- If the head succeeds in touching the tail, they may continue to be the head.
- If the body breaks before he catches the tail the head becomes the tail and the next in line is the head and so on until each has a chance to be the head and the tail.
- See how many times the head can catch the tail in 10 minutes.

Debriefing Questions:
1. How did the objective of the game impact the group’s communication?
2. How did the objective of the game impact the group’s leadership? Did leadership shift? How and why?
3. What skills did this activity develop? How might you transfer these skills to school and life outside this activity?