

Kapitang Bakod



Aim of the game: To tag any player not holding onto anything made of wood (or steel)

Set up: Define a playing area with boundaries. Select a catcher. The other players scatter around, placing themselves in strategic places near anything made of wood, steel or bamboo.

Rules:

- The players must run from one post to another to give the catcher a chance to tag someone.
- If two or more players cling to the same post, the catcher can touch anyone of them
- When tagged, a player becomes the next catcher.
- There are times when some trees or wooden objects are declared taboo before the game starts. When a player being chased by the chaser touches any of these, he automatically becomes the next chaser



Equipment and Materials: None

Age:
5+

Number of players:
10+

Duration:
Infinite

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Let's Inklusivize TSG!

Teaching Style

1. Provide clear and simple instructions
2. Practice the game before introducing scoring
3. Encourage players to communicate throughout the game
4. Safety instructions to be tailored to the environment and participants playing the game.
5. Help people with disabilities make contact and move, if needed
6. Provide enough time for players to familiarize themselves with the game.

Equipment

1. Introduce soft balls the catcher can use to tag the other players

Rules

1. Two or more players are allowed to cling to the same post
2. Have two or three taggers at the same time to make the game merrier and much harder

Environment

1. Make the playing area smaller/bigger

