

KkoriJabgi

(Catching the tail)



Aim of the game: To detach the opposing team's last player from the line

Set up: Divide the players into two teams and pick up a captain in each of them. The others create a long tail, holding each other by the waist.

Rules:

- When the game starts, the two tails start moving (players walk or run together) and the captains must try to detach the opponent team's last person
- The game continues until one captain manages to detach all players from the opponent's tail and only one remains. This team loses and the team of the winning captain wins. At any time, the captains can only detach the last persons of the opponent's line
- If the line is cut during the game, this team loses



Equipment and Materials: None

Age:
8+

Number of players:
6 - 20

Duration:
Infinite

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Let's Inklusivize TSG!

Teaching Style

1. Clearly explain the rules of the game.
2. Balance the ability level of the teams
3. If necessary you can help the person or people with a handicap to make contact
4. Encourage players to communicate throughout the game
5. Provide enough time for players to familiarize themselves with the equipment and the game.
6. Safety instructions to be tailored to the environment and players

Equipment

1. Each team is tightened with a rope to make the captains' work harder

Rules

1. If the captain detaches anyone in the opposing team, his team wins. The game continues when the tails are cut
2. Introduce other movement patterns, like scrawling, hopping, etc.

Environment

1. Make the playing area bigger/smaller through the boundaries
2. Introduce a route that the teams have to follow (like a race); the captains must then detach as many players as possible before them reaching the finish line.

