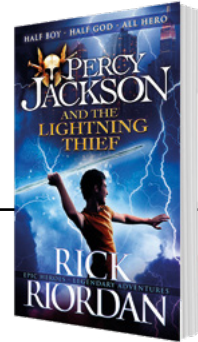




PERCY JACKSON WORKSHEET PACK

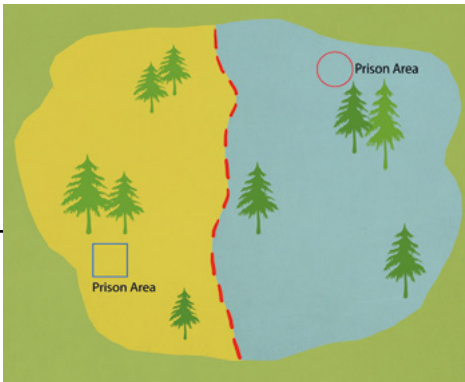
CAPTURE THE FLAG GAME

Based on the game played at Camp Half-Blood in *Percy Jackson and the Lightning Thief* by Rick Riordan.



YOU WILL NEED

- Eight or more people divided into two teams
- Two flags
- Open space
- A physical marker of the central border line – if there are no natural dividing lines, a string line or even a chalk line along the ground or a line of backpacks or mats, branches or cones could also work well.



- A map that marks the location of each team's prison area and the central border line between both teams' territory. See example on the left.

The objective of the two-team game is to be the team that finds and captures the flag from the opposing team and brings it back to their own territory.





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RULES

1. Both teams have to ensure their flag is 'prominently displayed' which means that it cannot be buried out of sight or covered, and opposition members should be able to grab it as they run past, so it cannot be tied down or wedged tightly.
2. No more than two people can stand guard over the flag.
3. At no time during the game can the flag be moved by the home team once they have positioned it.
4. One-handed tagging is the only counterattack allowed – there must not be any form of aggressive physical attack and absolutely no binding or gagging prisoners.
5. If you are caught across the boundary line and tagged by a member of the opposite team, you are taken prisoner and put into their prison area.
6. You can only get out of prison if a teammate tags you out, without getting caught themselves. If your teammate gets caught trying to free you, they must join you in the jail.

OTHER THINGS TO CONSIDER

- The flag has to be visible but you could position it so that it is only in view from behind – make clever use of trees or other structures.
- Putting the flag near your jail may lead to a prisoner seeing it while they wait, so keep some distance between the two.
- Taking on roles within the team:
 - A guard's role is to patrol the boundary line and the rest of their territory. They need to be ready to tag anyone who they find hiding or sneaking on their side. They also need to try to prevent jailbreaks.
 - A raider's role is to sneak away or outrun guards as they search for the flag. They will probably go to jail a number of times while searching, so other raiders need to take turns saving them so that all the raiders don't end up in jail at once.
- Once a flag is located, all prison-free team members need to be alerted and be part of a plan to capture it.

GOOD LUCK AND ENJOY!

