

Netherlands 09.05.11

4.30: Inspection Paws and Claws

Grand Howl

4.45 Game

Windmill

Ages: 9-12 Supplies: none

Players: 20 to 30; transition; line Activity: hunting; balance; chasing; dodging; running

Place: gymnasium; out-of-doors Appeal: dramatization; problem solving; skill

Two parallel lines are drawn 15 or more feet apart. The space between the lines is the neutral ground.

At one end of the neutral space a square is drawn to represent a canal.

One player is chosen to be the berger. The others are divided into two sides and stand on the lines, facing the neutral ground. A leader called a stork is chosen for each line and stands slightly in front of his or her line in the neutral ground. The storks start the game by imitating the movements of a windmill, or a stork. The players in each line do exactly what their stork leader does. The berger walks up anywhere between the lines and watches closely to see if each player is following his or her leader. As soon as the berger sees a player who is not following his or her stork leader, the berger runs and tags the player, and calls, "Windmill!"

The player runs immediately for the canal. The berger and the children all chase him. If the runner reaches the canal before being caught, he or she is safe and returns to his or her place in line. If the berger

tags the runner, the runner must go and stay in the canal. If one of the line players tag the runner, that runner must join the line that tagged him or her.

The game continues with the children in the lines trying to catch the runner before he or she is tagged by the berger. A player in the lines may rescue a prisoner from the canal whenever he or she can slip past the berger and tag the prisoner.

When all the players have been taken into one line or into the canal, the berger calls, "Windmill!" Then every player chases the berger. The player who catches him or her is the berger for the next game and may select the stork leaders for the two lines. This game is based on an old tale of early Dutch days.

5.00: Flag of Netherlands

Facts cubs found out

5.15 Activity: Windmill making:

Give sixes materials to build a windmill

5.40 Food Tasting

5.55: Grand Howl

Hand out clues for next week