

Scouts in Action Month 2014

Scout Programs and Activities



Streets & Alleys

Description of game play

One Scout is to be the chaser (the cat) and another one is to be chased (the mouse). Line the rest of the troop up in even rows. Everyone within the rows extend arms to touch fingertips with the people next to them. The Leader is the caller who will yell out streets or alleys. The cat and mouse must stay between the people and not duck under nor break through the extended arms.

The caller at anytime can yell out "ALLEYS" and everyone touching hands will drop their hands and turn a 90 degree turn to their left and touch hands with the new neighbours. The caller can then yell "STREETS" at any time. Again, the players turn a quarter turn and touch hands again. During this time the cat and mouse are still playing tag and they continue to chase and run while the caller goes from calling alleys or streets. The game continues until the cat catches the mouse or until a set time, such as one minute. Then cat and mouse can choose new people to run and chase.

The bullying element

Before they begin the game, ask the young people to be aware of how they feel in each situation during the game and remind them at points throughout the game to think about how it feels.

At the end of the game ask them these questions to start the discussion on bullying:

- How did it feel to be chased through the maze?
- How did it feel to chase someone through the maze?
- How did it feel being the walls of the streets and alleys?
- What did the person being chased represent?
- What did the chaser represent?
- What did the walls represent?
- Have you ever been in a situation that has made you feel like this?

Tip: The idea is to draw out how it feels to be isolated and under attack (being chased), how it feels to be the person doing the attacking (the chaser) and how it feels to be observing (the walls). The walls represent bystanders who see the bullying but often feel powerless to do something about it because they are worried about what will happen to them or what will happen to those involved.