



“Triangle Tag”

PURPOSE: Triangle tag is a fun, active game in a triangle formation. This game is useful with young people in relating a basic, concept about protecting soil from erosion. It works well as an “ice-breaker” leading into the day’s activities, or it can also serve well as a closing activity to send your group home on a happy, up-beat note.

ACTIVITY QUICK-REFERENCE CHART

BASIC ACTIVITY MOOD:	Energetic/Playful
CONCEPTS, ATTITUDES, AND QUALITIES TAUGHT:	Shows importance of ground cover in preventing soil erosion. Group Cooperation
WHERE TO CONDUCT ACTIVITY:	Outside, open area
NUMBER OF PLAYERS NEEDED:	At least four
MATERIALS NEEDED:	None

BACKGROUND INFORMATION:

Erosion is the process which moves soil from one location to another by wind, water, or other natural action. One primary way to prevent soil from eroding is to protect it with some sort of ground cover (ie. grass, crop residue).

DESCRIPTION:

To start, three of us in each group hold hands in a triangle, facing each other. One of us volunteers to be the target (**soil** or a soil particle), the other two are protectors (**ground cover**). The fourth player stands outside the triangle as the chaser (**water** - we can call this person “splash,” as in what results from splash erosion).

The object of the game is simple - the chaser (water) tries to tag (erode) the target (soil). However, the dynamics of the game are unique: The three players in the triangle all cooperate to protect the target (soil) by moving and shifting, and the target (soil) cannot be legally tagged on the hands or arms or across the triangle. The target (soil) can only be tagged on the back, between the shoulder blades.

VARIATIONS:

If we want to make the game more challenging for the target protectors (ground cover) and a bit easier for the chaser (water) -- the players in the triangle can keep their hands on each other’s shoulders OR change your triangle players - two players are targets (soil), one player is a protector (ground cover). This represents steep, less covered soil. To challenge the chaser (water), he/she has to keep one arm behind his/her back. This represents level, well covered soil.

And if our players number a baker’s dozen, we can have one chaser and four triangles, each with a target. Or two pentagons and three chasers. And while we’re in this Euclidian frame of mind, why don’t we start with triangles and invent a geometrical team game?

ADAPTED FROM: More New Games

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