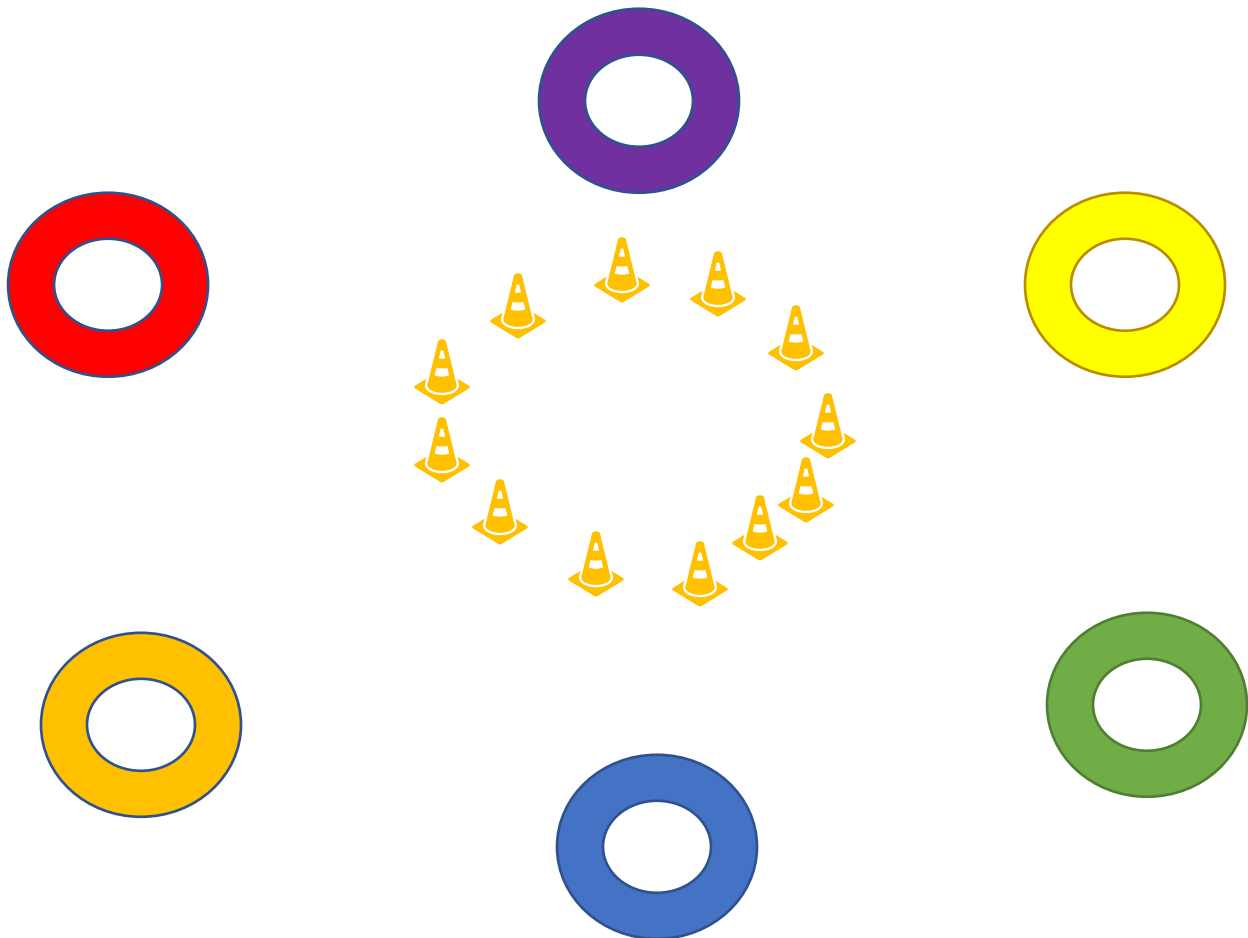


Pirates of the Caribbean Flag Tag (Tot Edition)

Purpose: Fun, Agility, Strategy

Equipment: Colored Disks, Large Spots, Footballs, Football Belts

Set Up: Using Colored Disks, create 6 large circles to be your islands (red, blue, green, orange, purple, yellow). The 6 islands should create a circle in it of itself. The distance between the two furthest island should be on opposite sides of half a football field. Put a circle of cones in the middle of the islands to mark the "Shark Tank".



Execution:

- This game puts a fun twist on 4-corners
- Coach, or designated player, is the shark starts in Shark Tank. The shark closes his/her eyes and counts down as loud as they can from 10.
- While they are counting the remaining players (pirates) move around the play area (quietly). By the time the shark gets to "0" every pirate needs to be inside an island. Shark will call out a color (eyes still closed). "BLUE"
- The players standing on the BLUE island are already safe. Everyone else must run to that island without getting their Flag Pulled by a Shark
- If a player gets hit by a ball, they take a knee where they got hit (INTEGRITY!)



MINI-HAWK FLAG FOOTBALL CAMP (AGES 4-6)

ACTIVITY REFERENCE GUIDE



- Once all the players have either been tagged or made it to the island, count up how many points the Sharks earned (they get a point for every player on their knee).
- The players on their knee get to return to the game each round. Play 3-rounds then change the Sharks
- For large games, you can assign 1-team (aka Blue Group) to be the Sharks. For small games, assign 2-4 players to be the Sharks
- All sharks must keep their eyes closed while counting and coach assigns a different shark each round to count down and call the color.
- Continue as time permits.