

FLIES AND SPIDERS

Key Learning

To develop an understanding that everyone needs support and needs to feel safe.

Goal

A tag game in which the spiders try to catch the flies.

What You Need

Equipment

- Chalk (anything to mark lines)

No. of players

- 6 or more



Opening Questions

- What makes a space feel safe?
- What makes a person feel safe?



How To Play

- ⚠️ Ensure the size of the play area is appropriate for the number of players.
1. Divide the play area into 3 sections. Make the middle section the biggest (see diagram).
2. Explain to the players that the middle area represents a big spider's web and the areas on the outside are the forest.
3. Ask the players to name things that spiders eat (for example, flies, moths, bugs).
4. Ask for 2 volunteers to play the role of the Spiders.
5. Ask the Spiders to sit in the centre of the web area and pretend to be asleep.
6. Tell the other players they are the Flies.
7. Ask the players to make the noises flies make (for example, "Bzzz").
8. Explain and demonstrate that:
 - The game starts with the Flies making the "Bzzz" noises near the spiders.
 - When you say "Spiders wake up," the Spiders will stand up and try to tag as many Flies as possible.
 - The Flies can escape by running into the forest. Once they have crossed into the forest the Flies cannot be tagged.
 - If a Fly is tagged, that player becomes a Spider and joins the Spider team.
 - The Spiders will then return to the centre and sit in the sleeping position, and the Flies will "Bzzz" around them until "Spiders wake up" is called again.
9. The game continues until all the Flies are caught.



