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Opening extract from

# **Run Wild!**

Written by

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**For Connie, Dan, Edward, Hannah and Jake**

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# RUN WILD!

OUTDOOR GAMES AND ADVENTURES  
Fiona Danks and Jo Schofield





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## THE INSTANT OUTDOOR PARTY

Every month or so a friend of ours used to send an email inviting several families to bring a plate of food and an outdoor game to a gathering in a local park or at the woods. She always left it to the last minute so that she could check the weather forecast, and it was an easy way for all ages to get together to play games, relax and chat. Someone might organize a game of football or a rounders match, or the children might go off to make a den or hold a mini-Olympics. Everyone shared the load and everyone, from babies to teenagers and adults, had fun. An instant outdoor party like this is a good one to try if the very thought of organizing a party fills you with horror.



## WOODLAND PARTIES

**My nephew George has had a couple of birthday parties in the woods. Several families meet to hunt for treasure, play hide-and-seek and follow trails. They always finish up at George's favourite spot, where he and his dad have built a den. The children add a few more sticks, play some imaginary games and enjoy a snack before running home for tea.**

Parties for young children should be kept simple. A trip down the garden, to the local park or to a small copse can be a huge and exciting adventure in itself for very young children. Let them enjoy the freedom of running in the woods and perhaps looking

for treasure. Or try a teddy bears' picnic, an Easter egg hunt or some of the following ideas. If it rains, don't change your plans; just wrap everyone up in waterproofs and wellies, make leaf umbrellas and have a picnic under a tarpaulin shelter.



## OLD FAVOURITES

The best games are those that can be adapted for different situations and numbers of children. Don't feel obliged to stick to rules that don't suit your circumstances; be flexible and invent your own version. But make sure everyone knows the rules before you start.



### CAPTURE THE FLAG

An enduringly popular game with scout groups and in school playgrounds. All you need is two teams, a couple of flags and an outdoor space. Although suitable for playing anywhere, it is

probably most fun in woods where there are lots of places to hide. There are different versions of the game, but the basic rules are as follows.



### How to play

- First make your flags. Make them in advance or improvise with a bandana, a T-shirt or even a large leaf on a stick.
- Make two teams, each with their own territory, divided by a natural boundary such as a path, a stream or a row of trees. If there is no obvious boundary, mark one with smaller flags or sticks. Designate an area within each territory as a jail.
- Each team places their flag in their territory, in a spot visible to the other team. The aim of the game is to sneak in to the other team's territory, steal their flag and carry it across to home territory without being tagged.
- Anyone caught by a member of the other team is either out of the game or has to go to jail until released by a team member, depending on what has been agreed at the beginning of the game.
- If the person who has stolen the flag is tagged while running back to their home territory, the flag must be returned to base.
- A team can claim victory only when they have placed the other team's flag within their own territory.

### Alternative versions

- Hide the flags. Add to the challenge by making each team locate hidden flags using clues, grid references, bearings or perhaps photographs, or try texting clues to mobile phones.
- Play with several flags. Whichever team captures the most flags within a certain time is the winner.
- Place a flag on someone. Then track him or her down, as in a manhunt.
- Attach the flag to an object or ball. Once captured, it can be thrown to other team members.
- Be adaptable. Use whatever is available wherever you are and make up your own version for however many people are there at the time.

