Oyster Shell

From hunter to hunted with the flip of a coin…

Overview

- ★ # of Participants: **Up to 40**
- ★ Where to Play: **Indoors / Outdoors**
- ★ Age of Participants:
- ★ **Elementary / Middle / High School**
- ★ Approximate Time to Play: **15-30 minutes**
- ★ Materials: **Something to use for a big "coin toss" (Frisbee, Throw-Pillow, Bean Bags Marked with an "X", etc.)**

Summary

- ★ Teams are assigned as Team Heads and Team Tails
- ★ Teams face each other on the playing field
- ★ The "coin" is tossed to determine who chases
- ★ Players run towards their goal line to avoid being tagged
- ★ Teams score points by tagging opponents before their reach their goal line; highest score wins

How to Play

All you need for this game is something you can flip like a giant coin. It can be any object that clearly lands on one side or the other, and is big enough that everyone can see which side is up the moment it hits the floor. A frisbee is our recommendation, but you could also use a throw pillow with a different design on the front and back, or you can take a large beanbag and mark a giant X on one side with painter's tape or a sharpie. Split your group into two even teams, and assign each team either "heads" or "tails".

For the play area, you'll need two starting lines in the middle of the room about 5 feet (~2m) apart, plus a goal line about 50 feet (~15m) behind each team, like at the baselines of a basketball court. If you don't have floor lines in the right spots, a row of cones works in their place. Each team lines up along their own starting lines, facing each other, with each team's goal line behind them.

To play a round, the leader tosses their "coin" high in the air so it flips, and lets it land on the floor between the two teams. If it lands heads up, Team Heads chases Team Tails, who turn and sprint for the goal line behind them. The team that's running away is trying to get to their goal line behind them *before* the pursuing team is able to tag them. Every Team Tails player tagged before crossing their goal line results in a point for Team Heads. Then everyone returns to their starting lines, the leader picks up the object, and tosses it again. This time it might land tails up, and now Team Tails is the one chasing Team Heads back to their goal line.

Every player has to be ready to either chase or run the instant your coin lands, which makes every toss a split-second reaction test. You may need to enforce the rule that all players must start out standing on their team's line, or else some of your more easily frightened players may try to start out too far away. Play to a set score, like 10 points, or set a timer and see which team is ahead when it runs out.

Watch the
Video Explanation Here!