

Procedures for Rounds 1 to 6 of Capture the Flag

Round 1

Step 1: Prepare teams for the first round of the game.

- Have the Red team stand in a line and warm up by stretching and jogging in place. Tell the Blue team not to do anything. **Historical analogy:** *The British military was better trained than the American forces.*
- Move half the Red team ten yards from the playing field. Tell these students they can enter the game only when you tell them to. **Historical analogy:** *British reinforcements and supplies had to travel across the Atlantic Ocean.*
- Tell the White team to root for the Blue team. **Historical analogy:** *France sent financial aid and supplies to the Americans early in the war.*

Ask the White team, *Who do you think will win? Why?*

Step 2: Have students play for approximately two minutes. Do not allow the other half of the Red team to enter the game during this round. Blow the whistle to end the round before the Red team can capture the Blue team's flag.

Step 3: Allow students one minute to rest, and permit Red and Blue players who are not currently playing the game to enter. Have the remainder of the Red team enter the game, and allow any students who have been tagged to reenter the game.

Round 2

Step 1: Prepare teams for the second round of the game.

- Tell the Blue team they will receive a prize if their team wins the game. Do not offer the Red team a prize for winning. **Historical analogy:** *The Declaration of Independence increased the motivation to win for most Americans.*
- Tell one student on the Blue team that even if the Blue team wins, you cannot guarantee that he or she will receive the prize offered other members of the Blue team. Give that student the opportunity to switch to the Red team. **Historical analogy:** *African Americans wondered whether the equality promised in the Declaration of Independence would apply to them. Many doubted it would and chose to fight on the British side. Others hoped they would be treated equally and chose to fight on the American side.*

Ask the White team, *Who do you think will win? Why?*

Step 2: Have students play for approximately two minutes. Blow the whistle to end the round before the Red team can capture the Blue team's flag.

Step 3: Allow students one minute to rest, and permit Red and Blue players who were tagged to reenter the game.

Round 3

Step 1: Prepare teams for the third round of the game.

- Call the Blue team aside and deliver a brief pep talk. Encourage the Blue team to keep a positive attitude, even though their situation looks difficult. Tell them, “These are the times that try men’s souls.” **Historical analogy:** *Thomas Paine’s pamphlet The Crisis encouraged Patriots to keep fighting.*
- Add a second Blue flag that the Red team must capture. Tell both teams that the Red team must capture both flags to win. Tell the players on the Red team that one person may not capture both flags at once. **Historical analogy:** *American victories at Trenton and Princeton, in the Middle Colonies, showed the British that winning the war would be more difficult than they thought and boosted American morale.*

Ask the White team, *Who do you think will win? Why?*

Step 2: Have students play for approximately two minutes. Blow the whistle to end the round before the Red team can capture the Blue team’s flag.

Step 3: Allow students one minute to rest, and permit Red and Blue players who were tagged to reenter the game.

Round 4

Step 1: Prepare teams for the fourth round of the game.

- Tell the Blue team that they do not have to capture the Red flag to win the game. They only have to keep the Red team from capturing all the Blue flags. **Historical analogy:** *Washington realized he did not have to defeat the British to win the war. He only needed to keep the British from defeating and capturing his army.*
- Call the Blue team aside and explain that if they can hold on for one more round, they will receive help. **Historical analogy:** *After the Americans won the Battle of Saratoga, the French promised to become active allies.*
- Allow one volunteer from the White team to join the Blue team. **Historical analogy:** *Several Europeans, such as Lafayette and von Steuben, volunteered to help the Americans.*

Ask the White team, *Who do you think will win? Why?*

Step 2: Have students play for approximately two minutes. Blow the whistle to end the round before the Red team can capture the Blue team’s flag.

Step 3: Allow students one minute to rest, and permit Red and Blue players who were tagged to reenter the game.

Round 5

Step 1: Prepare teams for the fifth round of the game.

- Add a third Blue flag that the Red team must capture. Tell both teams that the Red team must capture all three Blue flags to win. Remind the players on the Red team that one person may not capture more than one flag at a time. **Historical analogy:** *Successful hit-and-run tactics used by the Americans in the Southern Colonies tired out the British forces.*
- Have the White team enter the game on the Blue team's side. Explain that if the Blue team wins, the White team will win a prize, too. **Historical analogy:** *France sent troops and naval support to America, which proved decisive at Yorktown.*

Step 2: Have students play for approximately two minutes. Blow the whistle to end the round before the Red team can capture the Blue team's flag.

Step 3: Allow students one minute to rest, and permit Red and Blue players who were tagged to reenter the game.

Round 6

Step 1: Ask the Red team members if they want to continue to play under the current rules.

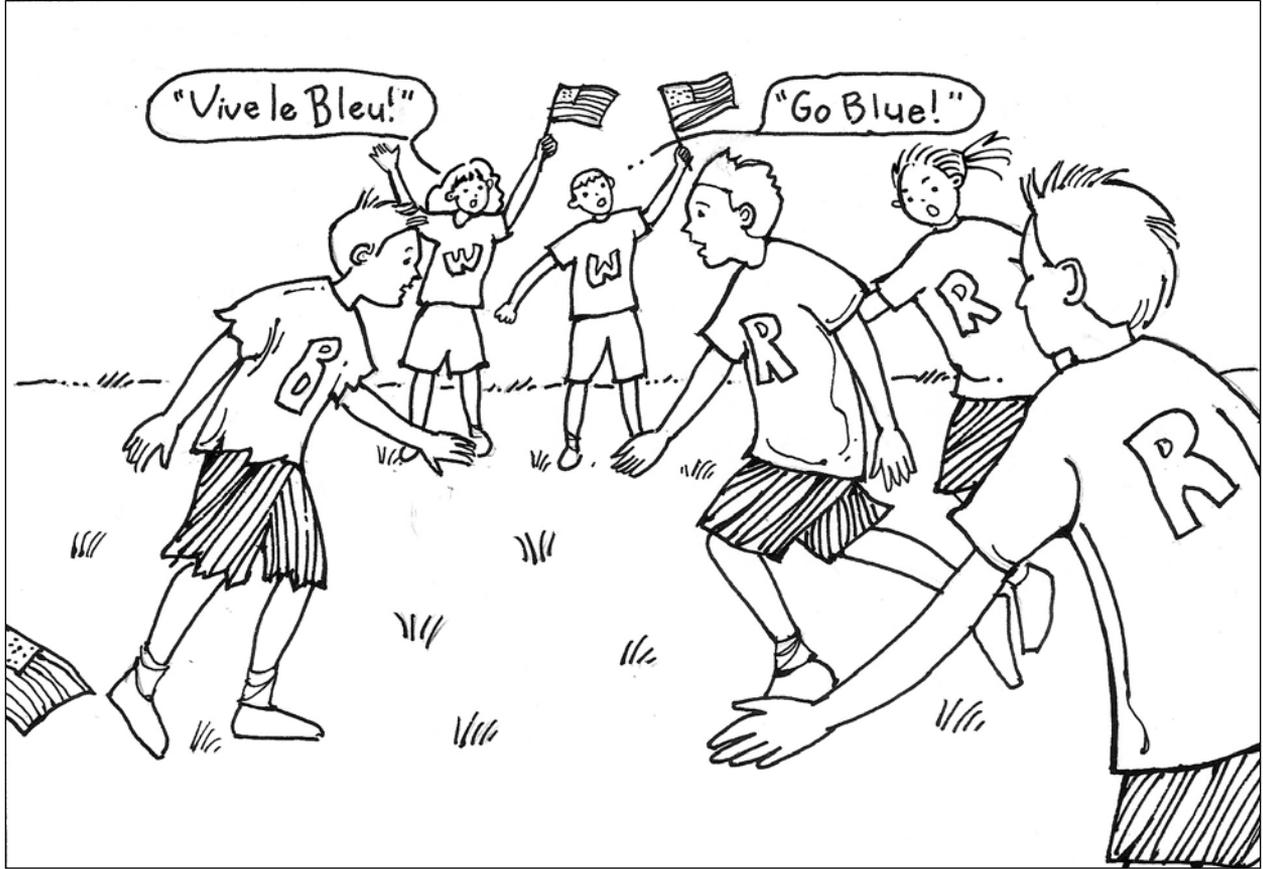
Allow Red team members to express their frustration over the way the rules have been changed to favor the Blue team. Expect many Red team members to say they are ready to quit and a few to adamantly argue to keep playing. **Historical analogy:** *After Yorktown, British popular support for the war decreased dramatically. King George and others, however, refused to accept defeat for months after Yorktown.*

Step 2: Declare the Blue team the winner. Have a representative from the Red team concede victory by shaking hands with representatives from the Blue and White teams. **Historical analogy:** *The Americans won the war.*

Step 3: Announce the terms of the end of the game. Have the Red team hand over its flag to the Blue team. Give the Blue and White teams their prizes. Finally, have the Blue team captain promise the Red team that Red team members will be treated with respect even though they lost the game. **Historical analogy:** *The Treaty of Paris ended the war. By the terms of the treaty, Great Britain withdrew its forces and recognized American independence. America promised that it would not seize any additional property from Loyalists.*

Simile for the Continental Army's Victory

The Continental army's victory in the American Revolution was like the Blue team's victory in Capture the Flag . . .



. . . because the Continental army defeated a much larger, more experienced opponent—the British army—just like the Blue team defeated a much more experienced opponent, the Red team.