



Foxes' Tails

This fun and lively game is an interesting combination of raising the energy, heightening participants' awareness of others around them and developing quick, agile movements. The playfulness of fox cubs is drawn out of the players as they strive to catch others' tails whilst protecting their own.

Primer

Some facts you may want at your fingertips to inspire players about animals featuring in this game:

- Bring players into the imagination of the playfulness of fox cubs in the Springtime.
- Often 4-5 cubs in a litter
- Fox cubs have to be patient when waiting for parents to return with food. This time is often spent sitting or laying about the den area or play fighting with siblings.
- Foxes can move impulsively and playfully but also stealthily and nearly silent when stalking up on prey

Ages

8 years + (adults love this too)

Duration

5-10 minutes minimum and also is enjoyed by groups for up to an hour

How To

- Prime your players with imagining the scene of the playfulness of fox cubs
- Set up a circle boundary, around 10m diameter for 15 players (we often use the children's backpacks but a long rope on the ground, or other objects would work fine)
- Explain that we will all start with a 'tail' (bandana) tucked into a back pocket or waistband of our trousers/shorts. They should be mostly sticking out so that if they were pulled they would come quite easily.
- The aim of the game is to have fun trying to steal other foxes tails. If you successfully steal a tail you have a choice, to add it to your own tail (no limit on how many you can accumulate) or give it to a tail-less fox
- If your tail is stolen then you move on the ground on hands and knees sneaking up on other foxes to steal a tail. Once you have a tail you rejoin the game on your feet
- If you're stealing a tail from a fox that has several, you may steal them all in one go

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- Whilst quickly tucking in any new tails you are safe from having your tails stolen. It helps show others you are in the process of tucking if you are stationary for this.
- You can not sit on your tail or hang out on the boundary in such a way that your tail is safe. You can not guard your tail other than by moving out of the way of someone's attempt to steal it.
- The game flows on until it is called to an end.

Equipment Needed

- Bandanas or similar for all players
- Boundary marker (bags or similar)

Variations

If children choose to lurk on the boundary in an attempt to protect their tails, the leader can take the role of a wolf lurking outside the boundary running around scaring the foxes back in. Potentially catching tails and throwing them into the circle centre.

Playing Environment

Any grass or woodland floor space free of slip and trip hazards

Teacher Tricks and Tips

Getting involved in the game alongside the children to bring energy. Having agreements of a method to part ways if two individuals get too intense with each other or too much physical contact.

Invisible Learning

- Agility
- Proprioception
- Awareness of all the space around you (front space, back space and side space)
- Awareness of others, potential for philanthropy!

Hazards to Highlight

- Collisions, slips, trips

Risk Assessment Considerations

These are the risk assessment consideration documents to be referred to for this activity.

- High energy circle games
- Site risk assessment (specific to your site)

Links

- Otter Steals Fish

Tags:

Circle games, Warm up games, High energy games, Aliveness and Agility

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