

GLOBAL GAMES LIBRARY



Name of Game : Bandiera

Contributed by : Italy



Age range : KS1 / KS2

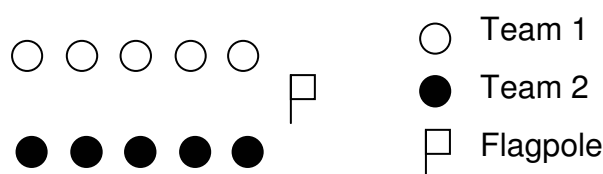
Type of game : Chasing

Number of players :
Any odd number

Equipment needed :

A band

Diagram :



How to play :

1. Choose a person to be **The Flagpole**.
2. The players split equally into two teams, each with a **Team Captain**. The **Team Captain** numbers all of his / her team members in order starting at 1. The two teams stand in two lines, parallel and opposite each other.
3. Each team member faces the member of the other team with the same number as him / herself.
4. **The Flagpole** stands between the ends of the two lines, at the same distance from each, with a band (**The Flag**) hanging from his /her out-stretched hand.
5. **The Flagpole** calls out a number. The players from each team with the number called by **The Flagpole** must race each other to **The Flagpole**, to try and be the first to snatch **The Flag**.
6. The player who gets **The Flag** first and who can run back to his / her place in the team line without being caught by the opposing player, scores a point.
7. If a player with **The Flag** is tagged by his / her opposite number before getting back to their place, he/she does not win a point.
8. After each challenge, **The Flag** is returned to **The Flagpole**.

How to win :

The team which scores most points is the winner.

Suggestions :

The Flagpole can call out 1 number from one team and a different number from another team.