

Toilet Tag

A game about water

Objective:

Participants will realize the water disparity in many parts of the world and the circumstances that make accessing clean water difficult.

Set Up and Materials:

- Two teams designated by color; use bandannas, t-shirts, flags, etc. With a small number of participants, everyone should be on one team. Some adaptations will need to be made.
- One person from each team to be the tagger. If playing with only one team, choose several people to be the tagger.
- One person to be the “timer.” This can be a leader or a participant. Give them a stopwatch or a watch with a second hand. They stand apart from the group and cannot be tagged.

Activity Instruction:

Before explaining the rules of the game, engage the participants in a short conversation about water needs. Share the following information:

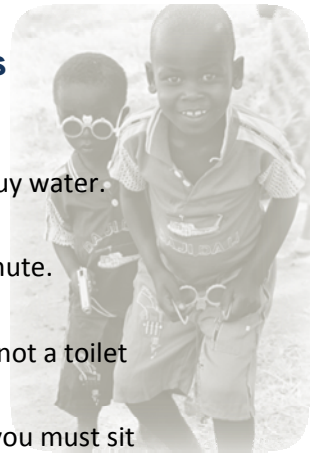
- People in developing countries often do not have easy access to water and sanitation facilities. In Nicaragua, for example, many people travel to nearby towns or cities to purchase water. In Zambia, young people may walk up to five miles a day to fetch water. In India, many people have no indoor plumbing or toilets. Often, the water a family has access to is not sanitary. One out of every five young people have no access to clean water.

Explain the rules of the game:

- The goal of the tagger is to tag the opposite team out.
- If you are tagged out, you must become a toilet. A toilet kneels on one leg and holds their arm straight up at shoulder level.
- In order to be tagged back in, you need to be “flushed;” another team member briefly sits on your leg and pushes your arm down to “flush” you back in.

Occasionally, the timer should call out a certain “handicap” that changes the requirements to be “flushed” back in. For example:

Activities



- The blue team just experienced a flood in their village and cannot get to town to buy water. Your toilets cannot be flushed for two minutes.
- The green team is experiencing a drought; your toilets cannot flush for the next minute.
- There is no money for water, so no one can be flushed for the next minute.
- Your family borrows your neighbor's cart to go to town for water. Everyone who is not a toilet needs to find a partner and hold hands for the next two minutes.
- Your toilets have collapsed and cannot be repaired so you may not sit like a toilet; you must sit flat on the ground and wait for two people to pick you up.
- There are only a small number of toilets in the town, so you need four people at once to flush you back in.
- People in your village walk five miles to buy water. For the next two minutes, you must run three circles around your teammate's toilet before you can flush them back in.

The timer should cancel the circumstances when the time limit is reached.

At the end of the game, process the activity with the participants. Here are some suggested questions:

- What do you think about the game?
- Have you ever experienced a shortage of water?
- How would your life be different if you experienced a shortage of water all the time?
- What should we do to help conserve water?

Try this!

Have a leader fill up a squirt gun and occasionally squirt the players to cool them off!



Hunger

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