Behavior Modification: Hide & Seek

Front-Loading: Make sure you don’t pre-plan too much because there are too many variables to account for when doing an activity that you need to leave space to account for those variables.

Formations: For Hide and seek, the formations are random because everyone hides in different places. I want the seeker to start in a different spot each round to change up the routes that they can take to find everybody.

Life Span of the Game: The game lasts until there is one person left hidden or until the seeker can’t find anyone left and ends the game.

Positive Reinforcement: Telling someone that they did a good job when they get out so that they will be in a good mood when they get back into the game.

Gaining the Audience’s Attention: Play Simon Says to get everyone’s attention and be assertive but not come off as hostile.

Lining-up and in-line activities: Have everyone line up oldest to youngest, and if they’re an older group have them doing it without talking.

Human Developmental Stages Information: For a group of adolescents playing hide and seek, we must make sure that they all follow the rules to make sure everyone has the same competitive edge and we need to make sure to only keep the games going for as long as they need to be so that they don’t get bored.

Chants, cheers, and/or singing: The Bananas Unite song! https://campsongs.wordpress.com/2012/05/04/banana-song/