

The Tag Out

Educational Objective: The students will demonstrate their ability to listen, agree and support by playing the “Tag Out” Game

Materials Needed: Masking tape and several flashlights or something representing flashlights.

Hook: Play “Advanced Red Light, Green Light.” Put them in groups of about 8. One person will be the stoplight (probably you). Each group competes against the other groups. The stoplight stands at one end of the stage and everyone else is on the other end. There is a marker half way. The goal of the group is to have one member reach the stoplight. They must obey the following rules:

- The group cannot speak to each other.
- The entire group must reach the fifty-yard line before any one member can cross the fifty-yard line.
- At all times, exactly one member of the group must be moving forward or backwards, and exactly one member of the group must be moving sideways.

The stoplight will call “green light” to tell the groups to begin. If the stoplight sees any violation of the rules, he will call “red light” and point at the violation and that entire group must start over at the start line. Some possible violations:

- Two people moving forward at the same time.
- Two people moving sideways at the same time.
- No one moving at all.
- Someone talks.
- Someone crossing the 50 yard line before everyone has reached it.

Because there is no talking it will take a while for them to figure it out. Many will be sent back. Put them into teams before you explain the game and then don’t let them talk to make strategy. They must figure it out in silence.

Step 1: “Play Cross the Bridge.” Put them into groups of 4 with a judge for each group. Give each of the players a piece of masking tape and have them create a number and put it somewhere on their clothes. There must be a 1, 2, 5, and a 10 in each group. Also give each group one flashlight or something that represents a flashlight. Tell each group that they are soldiers who are escaping from a deadly mission. Create an area that represents a bridge (one for each group). They must all cross the bridge to be successful. However, there are tripwires on the bridge and you must have a flashlight to make it across safely. Also, only two people max can cross at a time. Some of you have been wounded and cross at different speeds. The masking tape number on your clothing represent the number of minutes it takes for you to cross. To make matters worse, the bridge is mined with a 20 minute timer. If you don’t get everyone across in 20 minutes or less the mission is a failure. The judges will watch each group and add up the minutes they use. If they fail they may start over as many times as needed until one group completes the mission.

Here is the answer:

First - 1 and 2 go across – That’s 2 minutes

Second - 1 goes back – That’s 3 minutes

Third - 10 and 5 go across – That’s 13 minutes

Fourth – 2 goes back – That’s 15 minutes

Fifth – 1 and 2 go across – That’s 17 minutes

Step 2: Play the “Tag Out” game. In a performing area have a back line of about 6 players. Two players start a scene. The others listen for a tag out line. For example, a father and son are arguing about drugs and the dad says, “I’m gonna search all over town until I find out who sold you those drugs!” Someone tags the son out and says, “As principal of this school I assure you he didn’t get them from me.” Someone tags him out and becomes another person the father runs into. The actor who is not tagged out always remains the same character, so that there’s no confusion about what’s being heightened. Also, when a tag out is used, it always indicates a jump in time and space. In other words, the scene following the tag out shows the character who is not tagged out in a different place talking to a different person. A good tag out is based on a strong one-line initiation. A tag out could connect two scenes together. Or a tag out doesn’t have to return to the original scene. A tag out could be used to show the truth about what really happened in a scene.

Step 3: Play “The Tag Out Performance Piece.” A story is created entirely by tag outs. A tag out is the only way a player may enter the piece. Usually, each actor will only play one character throughout the piece. The actors need to stay on their toes and be ready to return often and at any time. When characters return, it will rarely be in a place or time that we’ve seen them before. It is not linear. Begin with two characters in a scene. The scene should be allowed to go on a while so they can get some info out there. A third player will edit by tagging out one of the players, from that point on, everyone needs to be on their toes.