

Cops and Robbers

Engage participants in a thrilling role-playing energizer that combines physical activity with a digital twist, fostering teamwork, strategy, and quick thinking.

Divide participants into two teams: the "Cops" and the "Robbers". Let participants choose their roles. Suggest having approximately 1/4 of the participants as police officers and the rest as robbers. Designate an area as the "Jail," where the cops will take the captured robbers. Provide each team with a digital device (smartphone or tablet).



Participation in common values



YOU.TH. Manual for youth workers
- 3.3 Theatre Methodologies
<https://youth-theatre.eu/>



Role play



Open space (indoor or outdoor)



8+



10+



Hula hoops

Digital devices (smartphones or tablets)

Stopwatch or timer



On each digital device, install a simple, location-based tracking app (e.g., a geocaching app or any app that allows real-time location sharing among team members).



25 Minutes (depend on the size of the group)

Implementation:

Gameplay:

The objective for the cops is to track down and catch the robbers.

The robbers' goal is to escape and hide within the designated play area.

Before starting the game, set a timer for 180 seconds (adjust as needed) for the cops to close their eyes or turn around while the robbers find their initial hiding spots.

When the countdown ends, the game begins.

Tracking and Capturing:

Cops use the digital devices to track the location of the robbers in real-time. Once a cop identifies the location of a robber, they must physically run to catch them. When a cop catches a robber, they use a hula hoop to "arrest" them and take them to the designated Jail area.

Jailbreak and Switch Roles:

Robbers in jail can plan a "jailbreak" strategy to free their captured teammates.

Once all robbers are caught or a designated time period has passed, switch roles. The cops become robbers, and vice versa.

Reset the game by having all participants return to a designated starting point.

Debrief:

After a few rounds, gather participants for a quick debrief.

Discuss strategies used, teamwork, and how the digital element added a unique twist to the traditional role-playing game.

Tips and notes to the facilitator:

This energizer promotes physical activity, teamwork, strategy, and quick decision-making while integrating a digital element for an engaging and modern touch.

The activity requires very big space to move around for playing the game.
