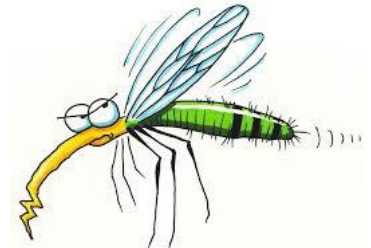




## Save the Children - Free Healthcare – Doctor vs Disease

SAM12



**Instructions** - This is an active game, similar to Stuck in the Mud, with a health theme

- Pick one Scout to be the Disease. Their aim is to catch as many other Scouts as possible
- One other Scout is picked to be the Doctor. They can't be caught by the Disease, because they have been immunised
- Whenever a Scout is caught, they are infected by the disease, and have to stand still with their feet apart.
- The Doctor has to cure them by sliding between their legs.
- If these rules are too simplistic for your Troop, use the following suggestions to complicate the game. Extend the game further by playing outdoors and specifying different diseases with different rules

**Infection zone** – when a Scout gets caught, the area one metre around them becomes contagious and any Scouts running through it also become infected. They are told so by the Leader, who must use their discretion to judge.

**Healthcare is not free** – You could make some Scouts citizens of a country where healthcare is not free, e.g. Sierra Leone. When such a Scout is caught, the Doctor has to pick up money from one corner of the room and deposit it in the bank (in the opposite corner) before 'curing' them.

**Suggested duration** From 10 minutes to 20 minutes

### Additional Information

Tips: Choose a reasonably athletic Scout as the Disease. The game should progress in a way in which the doctor finds it increasingly difficult to cure people of the Disease.

Once the game finishes, explain that in some parts of the world, Disease passes much more rapidly between people because they do not have access to the medicine to cure it. On top of this, people have to pay beyond their means for the healthcare that will save lives, and if healthcare was free in these countries a lot more people's lives would be saved.

Suitable for

**cubs**   
**SCOUTS**   
**EXPLORERS** 