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# SHADOW TRACKS

Players become private eyes as they follow the mysterious movements of the "Shadow." The Shadow has been accused of slowly travelling up and down the sides of the buildings and creeping across playgrounds and yards. Collecting substantial evidence requires an all-day stakeout and should be planned as a supplement to other investigations.

## EQUIPMENT

A box of chalk  
A clock

## SITUATION

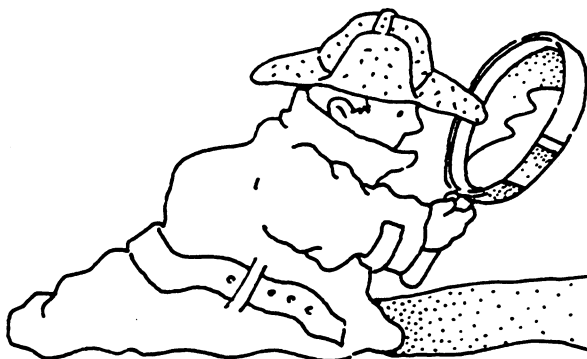
A shadow on a paved area

## TIME

Intermittently all day

## DIRECTIONS

1. For this project you will need the sun, a shadow to trace—such as that of a tree, letterbox, or building—and a paved surface on which to draw with chalk. Give each player a piece of chalk.
2. Start the investigation first thing in the morning. At first, shadows will be stretched out and long. Have players trace whatever shadow is cast on the pavement. In the case of a tree, only the trunk might be cast in the morning, but as the day goes by the shadow will shorten and the leaves and branches will soon appear.
3. Allegedly, shadows get shorter because the sun gets higher in the sky. Private eyes will have to check this out every hour by tracing the shadow and checking the sun's position. As detectives keep tabs on the sun's route, they might notice the shadows shrinking to almost nothing by midday and then reversing their position to grow again.
4. At the end of the day, enough evidence will have been collected to prove without a shadow of a doubt that the Shadow moves.



# SHADOW CHASEY

Another sun-sational game is Shadow Chasey. Here the sun moves shadows around as players run to and from the direction of the sun.

## EQUIPMENT

None

## SITUATION

A sunny day on an open playground

## TIME

10 minutes

## DIRECTIONS

1. One player is chosen to be It. The object of the game is for the person who is It to try and tag another player by stepping on his or her shadow. Define boundaries. It's not fair to run into the shade!
2. When the person who is It steps on someone's shadow, he or she shouts "Sun Spot!"
3. The player whose shadow was tagged becomes the next person to be It, but that player must stand still for three counts before chasing shadows.

