

**TAG GAMES:****Amoeba Tag****(K-6) (10 Minutes)****(No Equipment)**

Two people are it. They hold hands and chase people. Any person they catch joins the chain by linking hands. When another person is caught they can stay together or split 2 and 2, but they must split even numbers and can link together at will. This game is played until nobody is left.

Back to Back Tag**(K-3) (10 Minutes)****(No Equipment)**

Two people hold hands start off as being "it." They can try to tag any other player but they can only use their free hands. When they tag someone, that person joins onto them by holding hands. Remember, other players can only be tagged with one of the two free hands. Players are safe from being tagged if they find another player and stand back to back with them. They can stand back to back and be safe for only 10 seconds before they can be tagged. The game continues until everyone is tagged.

Band-Aid Tag**(4-6) (10 Minutes)****(No Equipment)**

One person is "it." Whenever someone is tagged by "it" they must hold a band-aid (their hand) on the spot where they were tagged. "It" can't tag the same person twice in a row! Then the game continues. When someone runs out of band-aids, (they get tagged three different times), they are frozen until two other people come over to them and "operate." The two other people need to tag the frozen person at the same time and count to five. Each game should last only a short time. Reset often to switch "it".

Basketball Relay**(K-6) (10 Minutes)****(2 Basketballs)**

Split into two equal teams. Divide each team in half. Half line up at each end of the gym or court facing each other. Have them dribble the basketballs to their teammates at the opposite end and hand the ball off. Have everyone go until they are in their original starting positions – everyone will have to dribble the ball down the court twice. Demonstrate first if needed. First team with everyone in their original position wins. Do this game with their left hands or switching hands to make it harder.

Basketball Tag**(4-6) (10 Minutes)****(Basketballs)**

Two-thirds of the children each have a basketball (or large rubber ball). They must travel around the area dribbling the balls. The rest of the children try to steal the balls from the first group. A 'stealer' can't contact people with the balls - only allowed to make contact with the ball. If a ball is stolen, that person will now try to steal a ball from someone else – but it can't be the person who took their ball.

Bench Ball**(4-6) (15 Minutes)****(2 Benches, Indoors)**

Two teams are separated by the center line. There is a bench located on each team's side within throwing distance of the other side. Each team starts with a teammate on the opposite bench. During the game the object is to get your whole team on the other bench and you complete this by throwing balls to your teammate on the bench. If your teammate catches the ball without falling off the bench then the person who threw it goes over to join them on the bench. You keep doing this until everyone is on the bench. You can also defend the other team's bench by swatting balls from their bench players. You cannot touch another player on the bench or cross the center line. Have lots of balls in play and if you want to make it tougher have anyone that falls off the bench at any time go back to their side.



Blob Tag

(K-6) (10 Minutes)

(No Equipment)

This game is similar to Amoeba Tag. Choose someone as IT. IT starts the game as regular tag, but when he catches someone, they must join hands with IT to create a large Blob. Once the Blob has six people, it can split into groups of three only, and may split into groups of three any time thereafter. The person left without being tagged, is IT and the game starts again.

Bump Tag

(K-3) (10 Minutes)

(No Equipment)

Have the group get into pairs of two and lock elbows. These groups of two cannot move. Spread the groups around a large area. Select two people; one person that is IT and another to be the Bumper (you can have two Bumpers if there is an odd number of people). The Bumper will then run from the person who is IT. If tagged they then become IT, but they can reach safety if they lock elbows with another person. The person on the other end of the now group of three gets bumped off (has to let go immediately) and becomes the new Bumper being chased.

Clothespin Tag

(K-6) (10-15 Minutes)

(Clothes Pins)

Hand any number of clothespins to all the kids (the more clothes-pins everyone starts with the longer the game will last. Have them pin them to their shirt sleeves, hems, pockets, etc. (They can spread them out all over their body or keep them all in one place but they can't be hidden.) Then have the kids scatter on the playing field. On the signal, everyone runs around snatching clothes-pins from one another, kneeling down to attach their newly acquired prizes. Nobody can be targeted if they are on a knee, attaching new clothespins. At the end of the game (usually a time-limit), the one with the most clothespins wins.

Dead Ants

(K-6) (10 Minutes)

(No Equipment)

Make really big boundaries. One person is "it". This person has to chase the others. When he tags someone, that person must lay down with both hands and feet sticking straight up, like a dead ant (because everyone knows that's what dead ants look like). In order for the dead ant to come alive, four people must tag one limb each. Once a limb is tagged the dead ant can lower that limb to the ground. A person may only tag one limb on a dead ant. Once someone has been a dead ant three times (this is on the honor system), they are now "it". It's always possible to have multiple people being "it" and makes it crazier when you don't know who to run from.

Dodge Ball Tag

(K-6) (10-15 Minutes)

(No Equipment)

Have two or more soft, inflatable balls for the game, depending on the number of children playing. When a child picks up a ball they have 5 seconds to throw it at another child to try and hit them (you can make up different rules such as underhand throwing only or hit only below the shoulders or waist, etc.). The child with the ball is only allowed to take three steps with the ball before they throw it. Once a child is hit with the ball they must do a predetermined exercise to get back into the game. The exercise could be 15 jumping-jacks, 10 push-ups, 20 crunches, 10 burpees, 15 squats, 20 calf raises, etc. It may be a good idea to have a separate area for the children to do their exercise to get back in the game. Also, if a child has a ball in hand they can still be 'struck out' by another child who has a ball.



Donkey Tag

(K-3) (10-15 Minutes)

(Different Color Pinnies)

Choose five students to be "it" and give them green pinnies to wear. The remaining students take any other color pinnies and tuck them in their waistbands like tails. Have the students in green pinnies stand in the centre of the activity area. On a signal, have the rest of the students run throughout the activity area. The students in green try to capture the tails of the others. If they succeed, they place the tails in the centre and try to capture another. Students who lose their tails must crab walk to the circle, retrieve a tail, reattach it (like pin the tail on the "donkey"), and rejoin the game. Stop the game every few minutes to rotate the people who are "it" until everyone gets a turn.

Fisherman in the Sea

(K-6) (10-15 Minutes)

(No Equipment)

In this game everyone lines up shoulder to shoulder at one end line. There is one child (the fisherman) in the middle of the area. Each child in line is given a name – always use three different names such as "whale, shark and tuna" or "seahorse, jelly-fish and star-fish" and so on. The fisherman yells out one of the three names, "starfish!" and all the children who are starfish must try to run to the other end line without going out of bounds and without getting tagged by the fisherman. If they get caught then they must remain in the middle and become a fisherman as well. At any point the fishermen can yell out, "stormy seas!" and all the children have to run to the opposite side of where they are, so sometimes children may be running from both sides. You can change the name of this game depending on your theme. If the fishermen are continuously yelling "stormy seas!" the Program Leader can call out the commands from the sidelines.

Hopscotch Tag

(K-6) (10-15 Minutes)

(Pylons, Chalk, Beanbags)

Define the play area by using pylons in close proximity to the hopscotch patterns. Choose several students to be "it". The students who are "it" move around the play area trying to tag the rest of the students. When students are tagged, they go to the hopscotch patterns and hop and jump through the pattern. Players cannot be tagged while they are completing the hopscotch. Once a student finishes jumping the patterns, he or she is back in the game. Change the students who are "it" often so that all get a chance to tag others.

Jailbreak Tag

(K-6) (10 Minutes)

(No Equipment)

Every child is IT and runs around tagging anyone he or she can catch while trying to avoid being tagged themselves. When someone is tagged they must stop, standstill, and put their hands on their head. When the leader yells 'Jailbreak', everyone is free again. When they are getting tired let the game go until there is only one or two players left.

Jumpin' Tag

(K-6) (10 Minutes)

(Pinnies)

Select 3–4 students to be "it" and have them put on a marker or pinnie. Have students travel around the activity area and avoid being tagged by the players who are "it". Students who are tagged jump until they are "freed". Students can do such jumps as star jumps, tuck jumps, and stride jumps. A student may be freed if another student jumps to give them a "high five". Select new students to be "it" every few minutes.

Leap Frog Tag

(K-3) (10 Minutes)

(No Equipment)

One child is IT (the frog catcher). If a child gets tagged they must kneel on the ground, resting their head on the ground, covered by their hands. They are frozen in this position until another child leaps over them, leap frog style. Change frog catchers often and/or have more than one frog catcher.

**Mr. Wolf****(K-3) (10-15 Minutes)****(No Equipment)**

There is one student designated as the wolf. They have their back turned to the rest of the class. The game begins when the class asks "What time is it Mr. Wolf?" The wolf answers two ways; 1) Stating a time. i.e. "3 O'clock" – everyone takes 3 steps closer, or 2) "Dinner time!" – the wolf then chases down the class tagging whomever they can. Once a player is tagged they join the wolf at the head of the class and assist the wolf in collecting his dinner.

One by One**(K-6) (10 Minutes)****(No Equipment)**

One child is IT. The 'tagger' tries to tag the other children and if they get tagged they become IT as well. So after a while everyone will end up being IT and the game will have to start over but with a different child starting the game. The game is generally played in a large field with at least 10 participants. One person in the group is "it". The first person s/he tags is also "it". Now, the two chase the others, and so on, until the last person is caught. The last person caught is "it" for the subsequent round of play. There is no real winner, per se, but there are bragging rights for the last caught.

Plain Old Tag**(K-6) (10 Minutes)****(No Equipment)**

One child is IT. The 'tagger' tries to tag someone. If you get tagged you are now IT – the new 'tagger' – and must try to tag someone else. Variation: changing the loco-motor skills involved: speed walk, crawl on hands and feet, hop on one foot, skip, gallop, crab walk, etc.

Rock, Paper, Scissors, Run!**(4-6) (10-15 Minutes)****(No Equipment)**

Make 1 centerline and 2 back lines at the ends of a yard or field (leave space past these back lines so those running full tilt have room to stop). Make 2 equal (or almost equal) teams. Each team then huddles at opposite ends of the field and chooses which hand signal to throw (must agree and all do the same action). (In case you've forgotten: rock breaks scissors, scissors cuts paper, paper covers rock.) Have the teams gather 2 feet from the center line facing the opposite team. Together (and with gusto), all chant: "Rock, paper, scissors, shoot!" On "shoot!", players quickly throw their pre-chosen selection. The team that loses the shoot must race for the safety of its own back line, trying to avoid being tagged by the winning team. Any player who gets tagged must defect to the other side. If both teams throw the same shoot, all must quickly sit down. The last one person to hit the ground switches teams. At the end of each round reset and have the groups choose another selection. The game ends when all players are on one team or time is up.

Shadow Tag**(K-3) (10 Minutes)****(No Equipment)**

It variation of tag (that involves no actual touching) can only be played on a sunny day. One person is "it". Their job is to try to tag the shadow of the other players by stepping on it. When a person's shadow gets stepped on, they are frozen until another player steps on their shadow.



Slow Motion Tag

(K-3) (10 Minutes)

(No Equipment)

Ask each player in the group to find their own personal space within the boundary area. Make sure there is enough room so no one is able to take one step towards someone and tag them. Adjust the boundaries out a bit if needed. Explain the guidelines and then let players adjust themselves before you start. Select one or two players to be "it". You, as the leader, will be calling out, "Step". At this time, each player can move one of their feet in any direction they want to avoid the "it". If a player is tagged, s/he will sit down right where they are – they become "ankle biters". Every time the Leader, says, "Step" each player can take ONE step. If anyone moves both feet during a step, they sit down to become ankle biters. The ankle biters, sitting on their bottoms at all times, can tag the players below the knee if they get close enough. Play down to the last two or three players or the game may last too long. Have everyone stand up and play again.

Snap Crackle and Pop

(3-6) (20 Minutes)

(No Equipment)

Split the group into four teams and have them line up an equal distance apart around a circle. In the center of the circle there are 3 balls. Each player in a line gets designated as snap, crackle, or pop (If there are more kids than 3 on a team you choose other key words, maybe using cereal names?). Eg, the first person in line is snap, second is crackle..... The leader calls out one of the key words. Whoever is chosen in each line must then get up and race around the circle to get back to their own line. Once back at their line they must crawl through the legs of their teammates to get to the middle of the circle and retrieve a ball. Every team to get a ball gets a point. If you have different colored balls have them worth different amounts of points. Try not to eliminate teams

Snow Tag

(K-6) (10-15 Minutes)

(Spray Bottle, Water, Food Coloring)

The more snow the better with this game. The concept is the same as original tag. Play 'follow the leader' with the kids to mark out a path in the snow such as a 'wheel' with spokes into the middle, a square with a cross in the middle, etc. Once this is done, one child is IT and all the children must stay on the path. If a child gets tagged they become the new 'tagger.' An easier way to mark out the play area is to use a spray bottle filled with water and food coloring. It will show up in the snow better than foot prints and makes it easier for the children to see and more fun.

Sock Tag

(K-6) (10-15 Minutes)

(Socks, Pinnies or Attachable Flags)

(Can be played with flag football flags or other flag-like objects.) Everyone takes off a sock and puts it in the back of their pants so that it looks like a tail. The object of the game is to steal other socks without having yours taken. If your sock is taken, you must stand frozen and you can try to take other people's socks if they come near you but can only move your upper body. If you steal someone else's sock and you still have your own, you can keep that sock in case your own is taken, then can use your reserve sock as a backup and you're still in the game. The winner is the last person who is left in the middle.

Sponge Ball Relay

(K-2) (10 Minutes)

(Pylons, 2 Sponge Balls)

Divide the group in half making two equal lines. The object of the game is to have all the children in the lines finish the relay as a team as quickly as possible. A sponge ball is placed between the first child's knees in each line. They have to run to the pylon placed a suitable distance away, go around it, and return without dropping the ball. If they drop it they must pick it back up and continue from there. When they come back to the starting line they hand the ball to the next person and they take their turn.



Train Tracks Relay

(K-6) (10 Minutes)

(Pylons, 2 Soft Balls)

Divide the group in half. Beginning at opposite corners of the field, everyone on each team lies down side by side (shoulder to shoulder) about two feet apart. To make the game harder have every second person lay down with their head at the feet of the other person next to them. It is like a version of leap frog only laying down and handing (no throwing) a soft ball down the line until you get all the way around the perimeter of the field. Have each group start in opposite corners and travel the same direction. After handing off the ball the person at the end of the line must get up and run to the beginning of the line. First team back to the beginning with their ball wins.

Germ Tag

(K-3) (10-15 Minutes)

(4 Soft Balls – two colors)

This is a form of tag where there are 4 sponge balls in play (2 red, 2 blue). Four students will be given the sponge balls and the two with the red balls are the 'germs'. The two with the blue balls are the 'medicine'. The two students with the red balls run around trying to tag others with their red ball. If a student gets tagged they must lie on their backs and make funny sick noises until a student with the blue 'medicine' ball comes and tags them. After a minute or two stop the game and have new students carry the sponge balls.

Tree Tag

(K-6) (10-15 Minutes)

(No Equipment)

One child is IT. The 'tagger' tries to tag someone. If you get tagged you are now IT – the new 'tagger' – and must try to tag someone else. Players can avoid being tagged by touching a certain kind of tree (or other nature object that the Leader determines before the game). Players can only hold on to a safety object for 5 seconds at a time and IT has to move on to someone else.