



## Game Details

- **Equipment Needed:** Cones, Scarves or Pinnies
- **Skills:** Locomotor
- **Grades:** K-7
- **Game Type:** Group, Skill Practice

## How to Play

This is a take on the classic “Everybody’s It Tag”. Instead of tagging with hands, participants are attempting to steal scarves from other players. Everyone starts the game with one scarf tucked into their pocket or waistband, hanging to their knee (scarves should be on the side, not the front or back). If you manage to steal someone’s scarf, you can take a knee (a timeout) and tuck it in on whichever side you like. Now you have two tails, but the person with no tails is not out. They play as normal, attempting to collect as many tails as they can. You are allowed to take multiple tails at a time if you are able. The more you have the harder it is to keep them, so the game is self-correcting. There is no end so play for 5 minute round (can be a very tiring game).

## Modifications



Adjust the size of the space - smaller area required more attention and agility



Adjust the size of the playing area (larger)  
For younger kids, instead of collecting tails, have them give it back after they take it - the kid who lost their tail can instead do 5 jumping jacks, or any movement of choice