



● You'll need: scarves, pinnies, cones

● You can play: outside, in the gym, on the blacktop

Energizer



Scarf it Up

Make groups of 2-3 with one scarf per group. Have groups line up on one side of the gym. The challenge is to see how many throws it takes to pass the scarf down the gym. The group starts in a vertical line, the person at the front throws the scarf and the person at the back runs forward to catch it. If they do not catch the scarf, you can provide them the challenge of restarting or have them proceed from the place it was dropped.

Skill Practice



Canadian Tail Dogs

Each kid (except for the taggers) gets a scarf to tuck into the side of their pants as a "tail". The tail must go all the way down to their knee. The kids with tails line up on one end of the gym and the taggers (without tails) start in the middle of the gym. The object of the game is to get across the gym without having your tail pulled. The taggers call out "Canadian" and the runners yell out "Tail Dogs" and then run across the gym. If your tail gets pulled by a tagger you become a tagger as well. The game continues until only one runner is left. Remind kids that they cannot hold their tail while someone tries to grab it or swat taggers hands away.



Use a smaller space to make dodging more difficult or make the "safe zone" smaller (hoops, or a gymnastic mat)



Use a wider area, to allow for more running room or use a larger (endzone style) safe zone.

Group Activity



4 Corner Crossover the Flag

Use the same style set-up as Crossover. However, the goal is not to get every teammate into the safe zone, but to travel to the safe zone without being tagged and grabbing a scarf. The goal is to return the scarf to your safe zone without being tagged. In this game, the gym will be divided into 4 quadrants. If you get tagged, take a knee and wait to be saved. If all of the pinnies are stolen from a quadrant, the adjacent team takes over their quadrant. The game ends when one team has stolen all pinnies from the other 3 quadrants, or after a predetermined amount of time.



Use a more narrow playing area, to make dodging opponents more difficult. Impose time limit for those in the safe zone stealing scarves.



To make it easier play with only 2 teams and full gym space, no time limit for beanbag stealers.