



Game Details

- **Equipment Needed:** cones, pinnies
- **Grades:** K-5
- **Skills:** Locomotor, Teamwork
- **Game Type:** Group, Warm Up

How to Play

Have your class line up on one side of the gym or playing area, behind a line. Designated two or more students to be taggers, and have them start in the middle of the area. When the taggers say go, the rest of the class runs from one side of the area to the other, attempting to avoid the taggers. If tagged, kids can join the taggers in the middle for the next round. Play until a few people are left, then give them a chance to be taggers!

Modifications



- Larger space (harder for taggers)
- Smaller space (harder for runners)
- Change the movement style throughout the game (ie. skipping, galloping, jumping)



- Use tagging tools that extend the reach of the tagger (foam ball, pool noodle)
- Start the game with a greater amount of taggers (easier for taggers)