

**101**   
**FUN**   
**PE GAMES**

**TAG GAMES**

## FOCUS



GROSS MOTOR



ENDURANCE

## GROUP SIZE

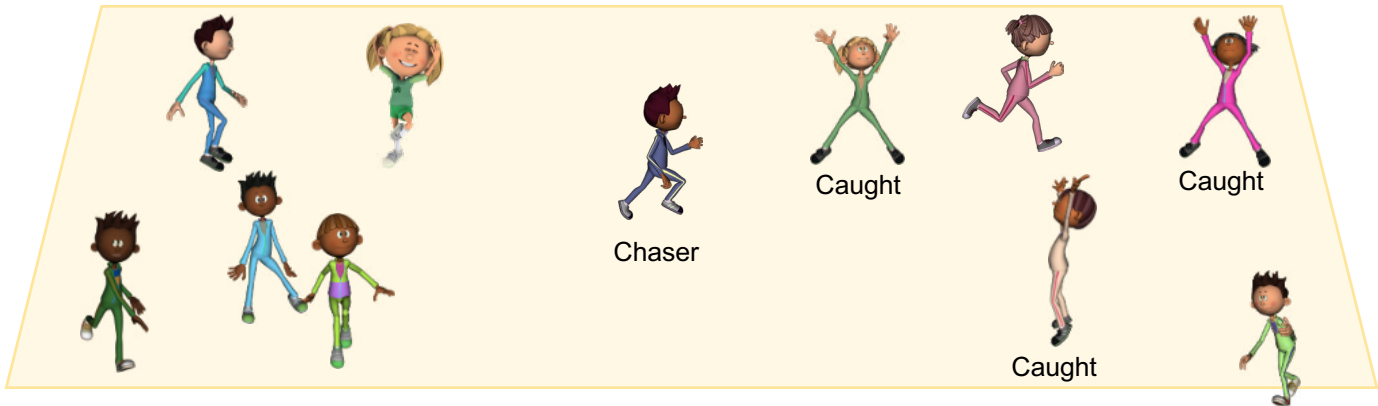


## EQUIPMENT

None

## SETUP

Spread the children out all over your room and choose 1 child to be the chaser.



## INSTRUCTIONS

1. On 'go' the chaser must run around the room and try to tag other children.
2. If a child gets tagged, they become a scarecrow and must freeze in their spot with their feet spread apart and their hands in the air so others know they are caught.
3. A child who is not caught yet may run towards a scarecrow and put their arms down to free them. Once free, they can run around again. This is a continuous game with no winners.
4. After a few minutes, switch to a new child to be the chaser.

### MAKE IT EASIER

- Only have 1 child be the chaser and have safety bases for the children to rest if needed where they cannot be tagged.

### MAKE IT HARDER

- Have multiple children be the chaser at one time. Do not have any safety bases where the children can rest.

## FOCUS



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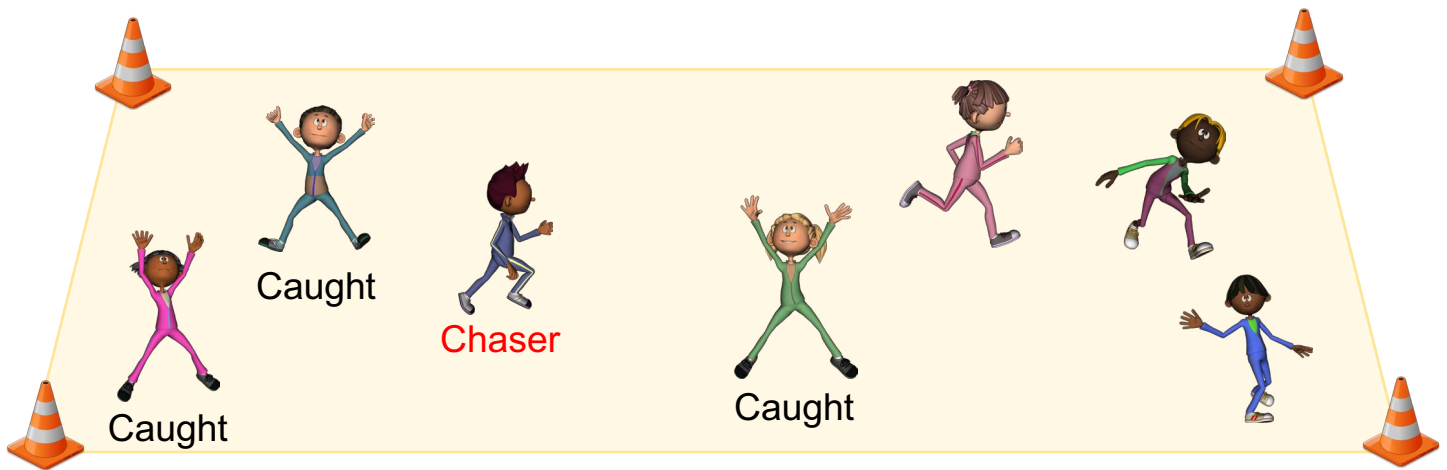


## EQUIPMENT

4 cones

## SETUP

Set up cones in the corners of the room so the children know the boundaries. This will help with safety. Students spread out throughout the room.



## INSTRUCTIONS

1. On 'go' the chaser will run around the room chasing the other children.
2. If a child gets caught, they must freeze in their spot with their feet spread apart and their hands above their head.
3. If a child who is not caught can crawl (not slide) through the legs of a child caught, the tagged child is now free to run around again.
4. As a safety measure, children can only crawl through legs from front to back.

### MAKE IT EASIER

- Only have one child be the chaser at a time. You can also have safety bases where the children can rest and not be tagged.

### MAKE IT HARDER

- Have multiple children be the chaser at one time with no safety bases.

## FOCUS



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ENDURANCE

## GROUP SIZE

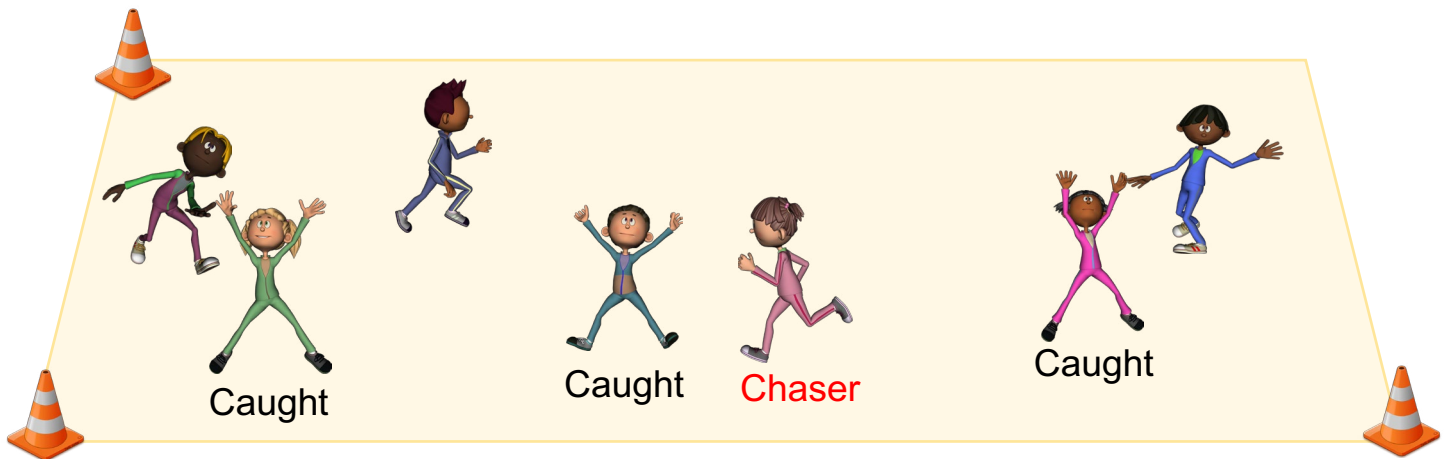


## EQUIPMENT

4 cones

## SETUP

Students spread out throughout the room. Set up cones in the corners of the room so the children know the boundaries which will assist with safety.



## INSTRUCTIONS

1. On 'go' the chaser will run around the room chasing the other children.
2. If a child gets caught, they automatically are caught and turn into a banana which means they stand at attention with their arms straight up in the air and feet together.
3. A child who turns into a banana needs two classmates who are not caught to free them. In order to be free, they need to be a peeled banana. This means, one classmate pulls down one arm, and another classmate pulls down the second arm. Once this happens, the caught child is now free to run.

### MAKE IT EASIER

- Only have one child be the chaser at a time. You can also have safety bases where the children can rest and not be tagged.

### MAKE IT HARDER

- Have multiple children be the chaser at one time with no safety bases.

## FOCUS



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ENDURANCE

## GROUP SIZE



## EQUIPMENT

Cones

## SETUP

Spread the students out around your room and place cones around the floor. Pick one child to be 'it' who will chase other children around the room



## INSTRUCTIONS

1. On 'go' the child who is it must chase the other children around the room in an effort to tag them.
2. Once a child gets tagged, they must now hurdle a cone in the room 5 times, then they can return back to the game.
3. After a few minutes, switch the child who is it with a new child.
4. For the younger kids, you can designate a safety base where they can rest and not be tagged.

### MAKE IT EASIER

- Have a safety base for the kids to use.

### MAKE IT HARDER

- Do not have a safety base for the kids to use.

## FOCUS



GROSS MOTOR



ENDURANCE

## GROUP SIZE

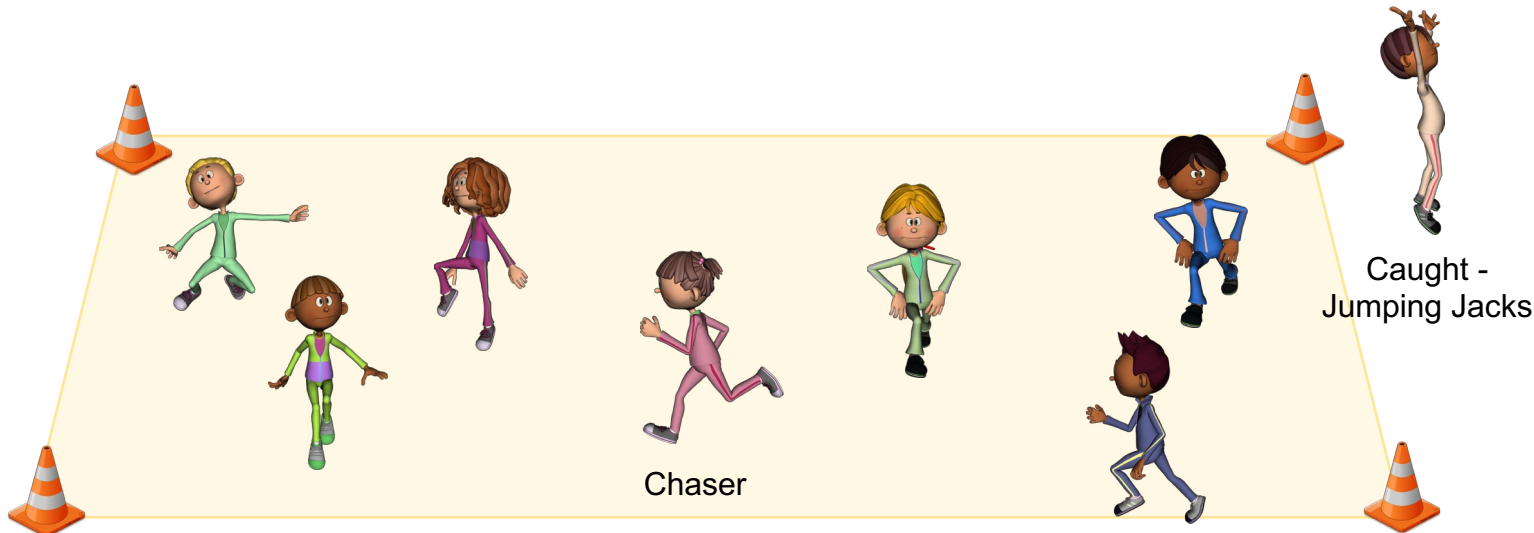


## EQUIPMENT

Reusable sticky notes

## SETUP

Set up cones in the corners of the room so the children know the boundaries. This will help with safety. Children should spread out around the room.



## INSTRUCTIONS

1. On 'go' the child who is the chaser will go after the other children.
2. During the game, all the children including the chase can only travel around the room hopscotching: hopping on 1 foot, then 2 feet, then 1 foot, then 2 feet.
3. When a child gets tagged, they must go to a corner of the room and perform 20 jumping jacks, then come back into the game.

### MAKE IT EASIER

- Allow children to hop on 1 foot or 2 feet whenever they want to.

### MAKE IT HARDER

- Children must always travel hopping on 1 foot to 2 feet, and continuing this pattern throughout the game.

## FOCUS



GROSS MOTOR



ENDURANCE

## GROUP SIZE

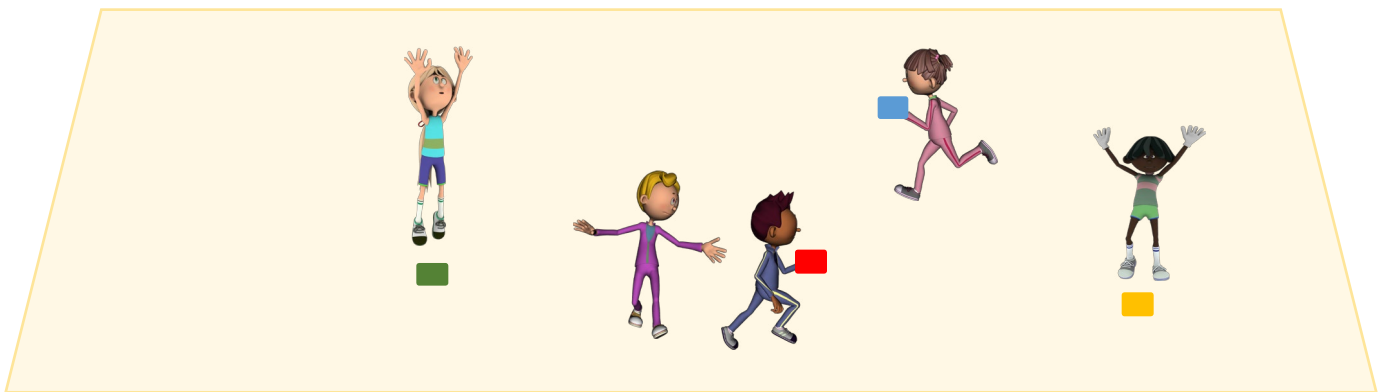


## EQUIPMENT

Bean bags

## SETUP

Spread the students out around the room and give each child a bean bag. The bean bag is a turkey feather. Pick one child to be the farmer/chaser.



## INSTRUCTIONS

1. On 'go' the students will begin to run around the room. Each student is a turkey (with a bean bag that is their feather) while the chaser is a farmer.
2. The farmer is running round the trying pluck a feather from a turkey.
3. If the farmer tags a turkey, they must drop their bean bag to the floor and do 10 jumping jacks.
4. Once they complete their jumping jacks, they can re-enter the game.
5. Every few minutes, change who the chaser is as well as changing the exercise. For example, instead of 10 jumping jacks switch it to 2 push-ups.

### MAKE IT EASIER

- Only use 1 chaser per game and make the exercise the children have to do when they get tagged very easy with low repetition.

### MAKE IT HARDER

- Choose multiple students to be it at one time so more kids can get tagged throughout the game.



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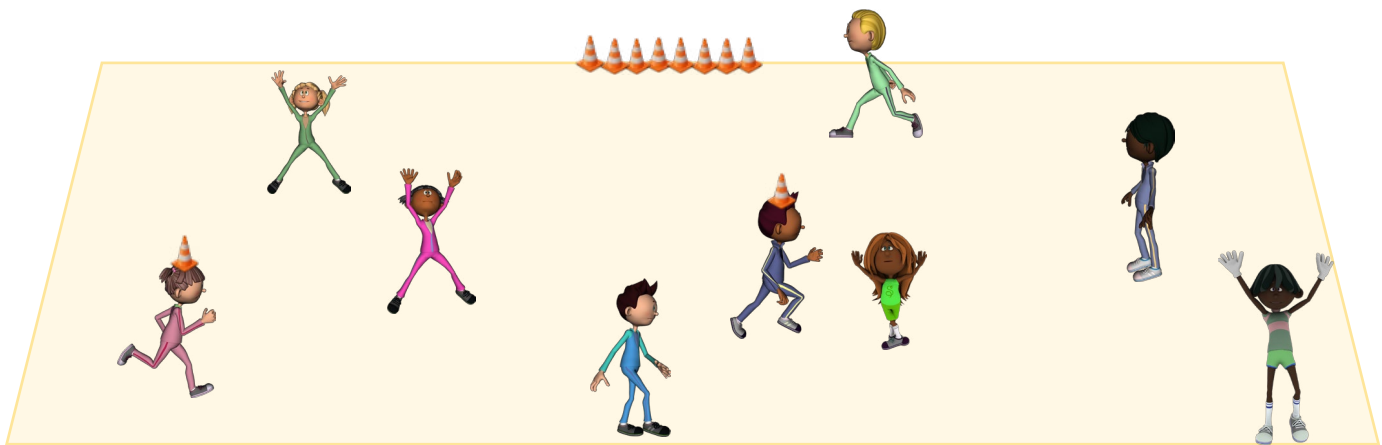


## EQUIPMENT

Cones

## SETUP

Spread your class out around your room. Place many cones (witches' hats) along the sideline. Pick one child to be the witch/chaser. The witch must run with a cone (witch hat) on top of their head. They may use their hands to hold onto the cone.



## INSTRUCTIONS

1. On 'go' the witch will run around the room with a cone on top of their head chasing the other kids.
2. Once a child gets caught, they also become a witch. They also put on a witch hat (cone) and assist in chasing other students.
3. Each time a new kid gets tagged, a new witch is added with a cone on top of their head.
4. The last child left who is not tagged is the winner.
5. If a cone drops off the chaser's head, they must stop and put it back on their head to continue chasing other kids.

### MAKE IT EASIER

- Allow the chasers to use their hands to hold the cone in place.

### MAKE IT HARDER

- Do not allow the chasers to hold their cone with their hands.



## FOCUS



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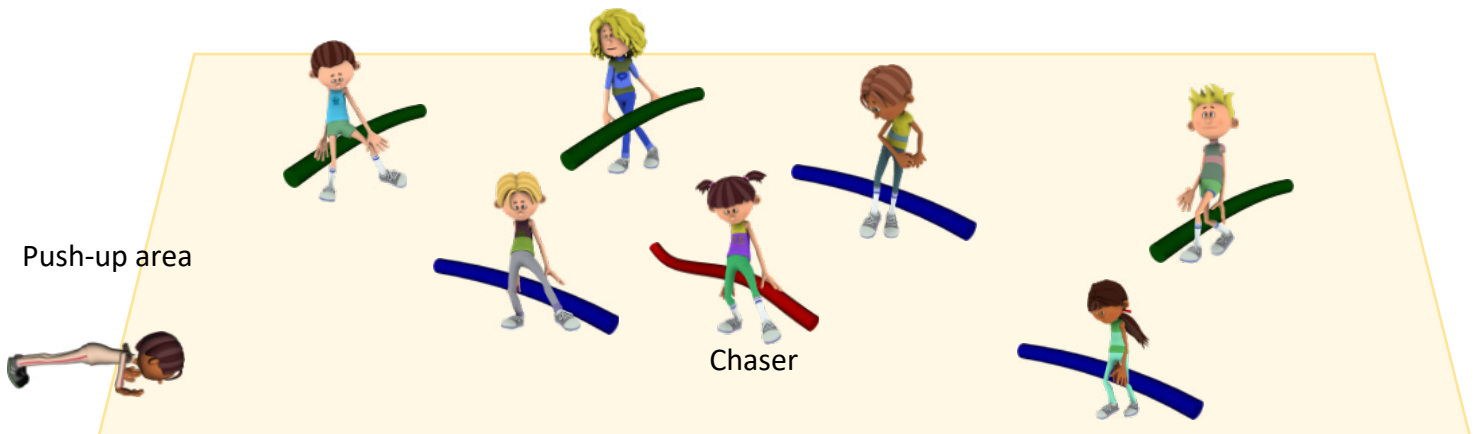


## EQUIPMENT

Pool Noodles

## SETUP

Spread children around the room



## INSTRUCTIONS

1. Each kid will place a pool noodle between their legs so it looks like a kangaroo's tail. They must travel around the room by hopping up and down and holding their "kangaroo" tail in place between their legs.
2. On 'go' the child who is it will start chasing the other children hopping around the room. If the chaser tags another hopping child, they must go to the corner of the room and perform 5 push-ups. Every few minutes, rotate the child who is the chaser.

### MAKE IT EASIER

- The chaser can run instead of hopping.

### MAKE IT HARDER

- Once tagged, children should perform 10 pushups in the corner.