

# Tag Games

Divisions I, II, III

Gym or Open Space

**Equipment:** three or four clothespins for each student, pinnies of three different colours, “tails” with clips, pool noodles, coin  
Many of these tag games can be played outdoors as well.

## Link Tag

1. Have students pair up and find a place to stand in the activity area. Pairs remain in their spots.
2. Select one student to be “it” and another to be the chased student. The chased student can get away from “it” by linking arms with one of the partners of the stationary pairs before being tagged.
3. The other student in the pair (not attached to the chased student) becomes the new chased student.
4. When a student is tagged, the roles are reversed. The new “it” must give the other student a few seconds to run away. Once students understand the game, add another “it” and another chased student.

## Chase the Horse

1. Choose one student to be the “horse” and give this student a 10-second lead to run anywhere in the activity area (the larger the area, the better).
2. On a signal, the rest of the class chases after the horse in a galloping motion, trying to tag them.

When the horse is tagged, the entire class returns to the teacher and the game starts again with a new horse. Vary the lead time if necessary. Reduce the distance the horse may gallop if necessary to involve more students. Consider providing additional horses to a smaller field.

3. Follow the game with two minutes of active stretching; e.g., arms circles, ankle rotations or leg swings.

## Clothespin Tag

1. Discuss the rules of the game and brainstorm with the class ways to actively include everyone in this game; e.g., some students may extend their reach by using a pool noodle.
2. Give each student three or four clothespins and have them clip the pins onto the backs of their clothing. Students with long hair should clip the pins further down their backs to avoid tangles, or tuck their hair into their shirts.
3. Give the start signal and have the students attempt to take one pin at a time from the backs of others. If they get a pin, they kneel down on one knee and pin it to the front of their shirts. They are safe until they stand and begin running again. Pins on the front of shirts cannot be taken.
4. Continue playing until the time is up or all the pins have been taken from students' shirt backs.

### Activity

Basic Skills  
Application of Basic  
Skills

### Cooperation

Communication

Fair Play ☐

Leadership

Teamwork

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### Donkey Tag

1. Choose five students to be "it" and give them green pinnies. The remaining students take red or blue pinnies and tuck them in their waistbands like tails.
2. 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.
3. Students who lose their tails must crab walk to the circle, retrieve their tails and rejoin the game.

### Heads or Tails

1. Have students space themselves throughout the play area. Demonstrate two positions for the game. One is with a hand on top of your head, "Heads," and the other is a hand on your hip, "Tails." Have students close their eyes. On command, they must assume one of the two positions.
2. Toss a coin and call out the side that lands face up. Heads will chase tails or vice versa depending on coin toss.
3. Students keep one hand on either their head or hip. When tagged, students assume the other position and join the tagging team.

### Heel-toe Tag

1. Choose two or three students to be "it." They must walk with one foot in front of the other, heel to toe, while they are attempting to tag others.
2. The students avoiding the tag must hop or jump around to safety.
3. Once tagged, that student becomes it and will walk in a heel-toe manner.
4. After the tag game, do a group stretch focusing on calves, quadriceps and hamstrings.

### Follow the Leader Tag

1. Have students choose partners and take turns leading a variety of movements, such as running, hopping, skipping, galloping or jumping, moving in a variety of directions, speeds and pathways.
2. The front person of each pair is "it" and tries to tag the other front people only. When they tag a person, that pair has to do 10 jumping jacks.
3. Partners switch being the leader and the game continues. The students in the back of the pairs have to keep up with their leaders and can help to avoid being caught by turning and changing directions.

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