

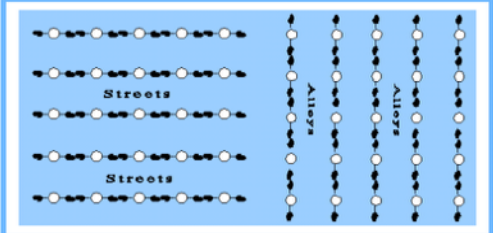
Kaira Pena  
 Meghan Yamagishi  
 EDCP 32-102  
 Prof. S. McGinley  
 December 2, 2015

Learning Resource: **Top 20 Tag Games**

All of these versions of tag have been chosen for their inclusivity rather than exclusivity. The goal of each of these versions is either to have everyone have a chance to become It or there is no It. We have included the applicable grade range, as well as potential modifications and/or extensions on how to improve or adjust the game dynamics.

	Description	Notes
<b>Doctor</b>	One person is It; they are the “virus.” If you get tagged, you become infected and would have to sit down with your hand up. Have another player as the “doctor” who can un-tag and “cure” you.	<p>Remember to change up who is the doctor and who is the virus.</p> <p><b>Younger (K-4):</b> Grant “immunity” to the doctor to ensure everyone will have a chance to get saved.</p> <p><b>Older (5-7):</b> Allow the doctor to be tagged; becomes a strategy game.</p>
<b>Freeze</b>	One person is It. If you get tagged, you become frozen in place with your arms raised up out to your sides. Any person who isn’t It can run underneath your arms in order to “unfreeze” you.	<p>K-4. 5+ lose interest in the game quite quickly.</p> <p><b>Modification:</b> If there are issues with running underneath the arms, just have your students tap any “frozen” classmates.</p>
<b>Banana</b>	One person is It. If you get tagged, you hold both of your arms above your head. Two separate people have to “peel” you like a banana, one person per arm, by lowering your arm to the side. If only one person “peels” one side, the two of you are stuck until another person comes to “peel” the other arm.	<p>K-4. 5+ may not like this game. Might be relevant to tie in some health literacy information.</p>
<b>Blob</b>	One person is It. Once they tag another person, they have to link elbows or hold hands, forming an “It blob.” The “It blob” gets bigger as they continue to tag the rest.	<p><b>Modification:</b> Once you get down to the last 5 people playing, make the play area smaller.</p> <p><b>Extension:</b> Impose a time limit for the “It blob” to tag the last 5 people playing; make the play area bigger.</p>
<b>Amoeba</b>	One person is It. Once they tag another person, they have to link elbows or hold hands. Once they reach a 4-person link, separate into pairs. Keep going until there is no one left.	<p>2-7.</p> <p><b>Extension:</b> Separate into triads instead of pairs.</p>

	Description	Notes
<b>Octopus</b>	<p>One person is It and they stand in the middle of the gym. The rest of the class are lined up against one side of the gym. When the It yells “Octopus!” the rest of the class tries to run from one side of the gym to the other without getting tagged.</p> <p>If you become tagged, you stay in place and become “seaweed” with your arms stretched out. “Seaweeds” can also tag people crossing but they cannot move spots. Keep going until there is no one left.</p>	<p>K-7. There are a lot of variations of octopus, so get creative! Great activity if you have more than one class in the gym.</p> <p><b>Younger:</b> Try using the width of the gym. (smaller space)</p> <p><b>Older:</b> Try using the length of the gym. (larger space).</p>
<b>Categories</b>	<p>Similar to Octopus. The teacher picks a category (e.g. <i>food</i>). The person who is It has to yell out an “If you’ve ever...” statement, and if the statement applies to you, you get a free walk to cross the gym (e.g. “If you’ve ever eaten sushi...”).</p> <p>If not, then you have to try and cross to the other side without getting tagged. If you do get tagged, you stay in the middle and become another It.</p>	<p>3-7. Younger students might have a hard time thinking quickly of statements; have some samples ready for them.</p> <p>Have different categories per set. Again, have samples ready for younger children for each category.</p> <p>Be creative when you get to pick the person in the middle and try to change it up each time you play this game.</p>
<b>Colour</b>	<p>Similar to Octopus. One person in the middle is It; they are called the “rainbow catcher.” The rest of the class is lined up against one side of the gym. The “rainbow catcher” chooses a colour and yells it out.</p> <p>Whoever is wearing that colour has to cross to the other side of the gym without getting tagged. It doesn’t matter what side of the gym you are on, you have to run to the other side.</p> <p>If you get tagged, you become another “rainbow catcher” and you stay in the middle as another It.</p>	<p>K-5. With the younger students, feel free to help the students with their colours, or have pre-made visuals.</p> <p>You could have a small bowl with different coloured pieces of paper and the “rainbow catcher” just has to pick from the bowl.</p>

	Description	Notes
<p><b>Cat and Mouse</b></p>	<p>The game begins with two pairs: two cats and two mice. The cats are It, and the they can only chase their partner mice.</p> <p>The rest of the class is spread throughout the gym sitting down. To escape, mice can choose to sit next to a person and that person has to stand up and they become the cat. The initial person who was the cat, now becomes the mouse, so they are now being chased.</p> <p>If the cat catches the mouse, that pair sits down and there is a new cat and mouse chosen.</p>	<p>K-5. Make sure to include a time limit so the same four students are not running around trying to chase each other.</p> <p>Implementing a rule where you have to sit by someone new is a good method to ensure that everyone has a chance to run around. This game is good if the students are at a low energy, because there is a lot of sitting around. If you want a more active participation, you can always have the students cheering.</p>
<p><b>Band-Aid</b></p>	<p>One student is It. Their goal is to tag people's two arms and two legs.</p> <p>If you get tagged on your arm, you have to use a "band-aid" (your hand) to hold on to your arm; you continue running with your hand on the tagged body part. If you get tagged on your leg, you have to hop on one foot to get away. Once both your arms and legs have been tagged, you have to stay on the ground.</p>	<p>K-7. For the younger students, it's a good idea to have everyone be It, that way the students that are hopping have a better chance of getting away; have a "doctor" who can "heal" people's wounds.</p> <p><b>NOTE:</b> As this one is the only full-elimination game, a good option is once you have some students on the group, call out "All healed!" so the students who are on the ground have a chance to be "revived" and rejoin the chase.</p>
<p><b>Toilet</b></p>	<p>Once you get tagged, you have to sit with one bended knee and become a "toilet." Somebody has to sit on your knee and "flush" your hand to free you.</p>	<p>K-5. Toilet humour is one that all students laugh at! This is a great opportunity for those students who love to act. Have the students make loud flushing noises. Keep in mind the older students may make this game inappropriate.</p>
<p><b>Streets and Alleys</b></p>	<p>Determine a time limit (20-40 seconds max). One person is It (cat), and one person is getting chased (mouse).</p> <p>The rest of the class is standing in rows with their arms outstretched to their sides. The students stay in one spot but can rotate 90 degrees to become "streets" or "alleys." The teacher yells out "streets" or "alleys" throughout the game and the class has to rotate accordingly.</p> <p>The cat has to chase the mouse along the streets and alleys; they cannot run underneath the arms. If the people get tagged, the teacher can choose a new pair.</p>	 <p>The diagram shows a grid of 4 horizontal rows of white dots, with the word 'Streets' written in the middle of the first and third rows. To the right of these rows are 4 vertical columns of white dots, with the word 'Alleys' written vertically in the middle of the first and third columns. This represents the layout of the game where students form streets and alleys.</p> <p>The younger students have some trouble with the streets and alleys, which direction is which, and so it is better to play with the older students.</p> <p><b>Extension:</b> To increase difficulty, the teacher can choose a single row to rotate at a time, and then another row after. This way the streets and alleys become a more complicated maze.</p>

Description		Notes
<b>Melting</b>	One person is It. If you get tagged, you become frozen in place, and start melting (slowly lowering your body to the ground). Any person who is not It can “unfreeze” you by tapping you, allowing you to rejoin the game.	K-4. Again this is a great game for students who love to act. Get the students to really wail as they start to melt! If the student gets all the way to the ground, the teacher can decide whether or not the student is out or if they still have a chance to be saved.
<b>Fainting Sheep</b>	The game starts with one It chasing the rest of the class. If you want to avoid getting tagged, you have to safely “faint” by falling to the ground and say “baa!” You can only stay on the ground for 5 seconds and then you have to get up and start running again.	K-4. The biggest issue with this game is the puppy guarding. Make sure students know ahead of time that if they are It, they are not allowed to guard (i.e. wait for 5 seconds) the fallen sheep.
<b>Everybody’s It</b>	The teacher calls out everyone is It, and the whole class has to tag each other. In order to get the students more interested, have the students count how many people they were able to tag.  *They cannot tag the same person more than once, and the students still have to avoid being tagged themselves.	K-7. This game can work well with the older students as long as they are keeping a running score. The younger students often don’t need the incentive, and just want to play tag.
<b>TV Tag</b>	The person who is It is the “remote control;” the class has to run away from the person who is It. If the “remote” is coming to tag you, you have to drop down (squat) and yell out a T.V. show to avoid getting tagged; the “remote” has to move along and tag somebody else.	2-5. For older students you can implement no title repeats in order to move the game along. For the younger students you can include movies into this mix.
<b>Line Tag</b>	Everyone has to run along the coloured lines on the gym. One or two people are It. Once you are tagged, you become It. There are no tag-backs.	K-4. For the younger students, you can get creative by telling the students that the ground is lava and the lines are the only safe zones.
<b>Flag Tag</b>	The whole class will all be wearing a flag around their waist. You can start with two chasers. The It tags people by taking people’s flags. Once your tag has been taken, you have to link arms with the It and protect their flag.	3-7. This game works really well with the older students. Flags can be tucked into belts, or can be a sticky note on the back, or a pinny. Just make sure that the flag is visible and that students are respectful enough not to pull at each other’s clothing.