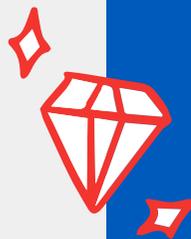
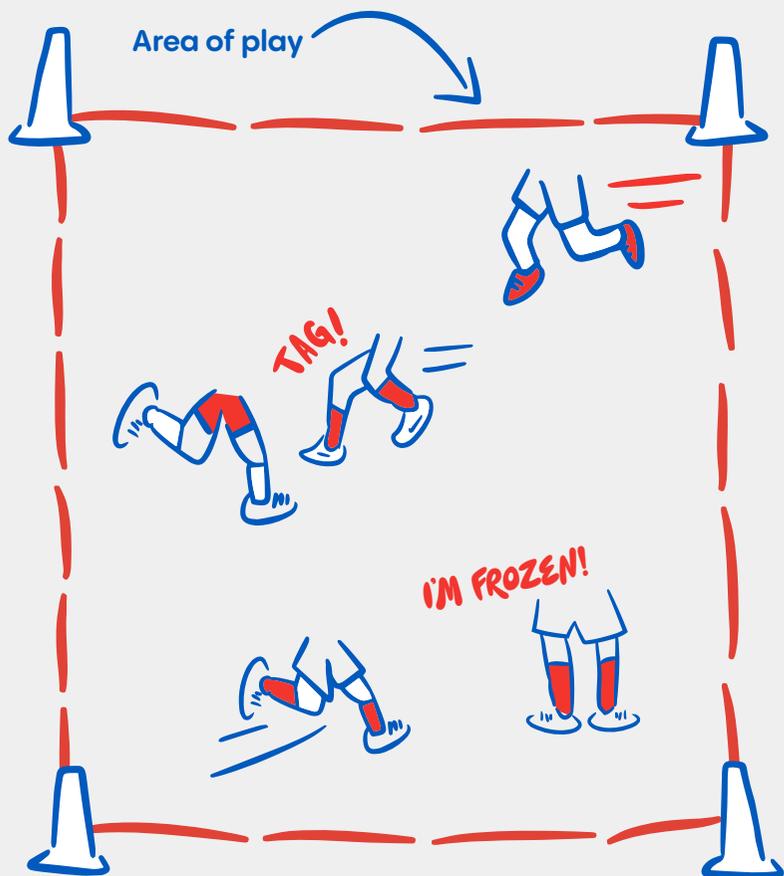




LET'S PLAY TAG!



Tag is a game most children know. And you can play it in lots of different ways.



How does it work?

Someone is trying to tag someone else as they move around an area.

Who's the tagger?

It could be one child. Perhaps a small team of children. Even everyone. It's your call!

How do they tag?

Usually by touch, but it could be by another way. Like stealing a ribbon, running a circle around the player, or by tackling away their football. Again, it's your shout.

★ Ask the children to get involved either with new ideas or with the setting up.



What happens when they're tagged?



You've plenty of choice. It could be that the player who's been tagged then:

-  has to perform an action to release themselves
-  takes over the role of tagger
-  joins the tagger to become a tagging team
-  is frozen from the game until released – by doing something themselves, or by being untagged by their teammates

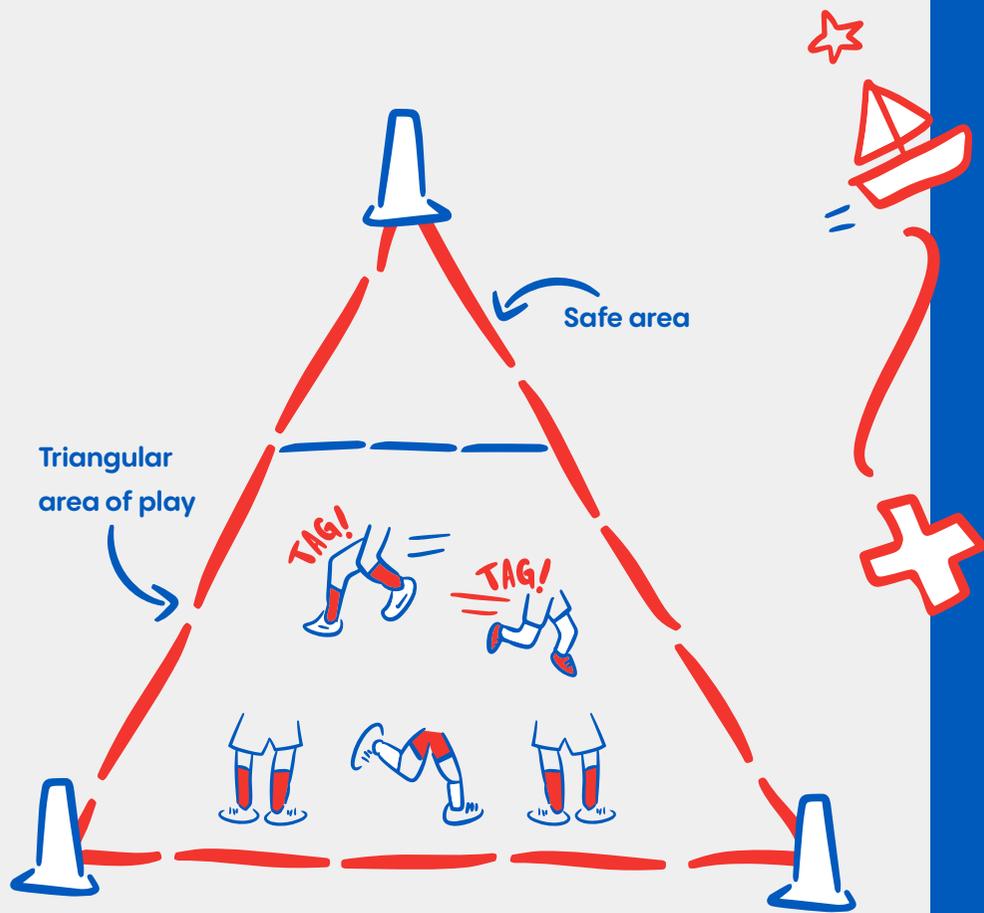
What's the aim of the game?

Perhaps you could finish when the last player is tagged. Maybe when every player has been 'untagged'. Or you could just keep going for a fixed time. The players will let you know when they get fed up, either through their actions or by telling you.

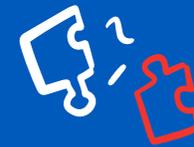




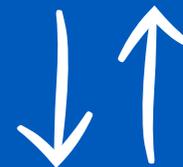
WHERE CAN YOU TAKE THE GAME?



You can mix The Tag Game up in lots of ways:



Mix it up by changing the size and shape of the playing area.

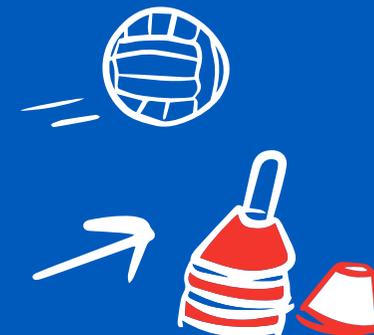


Make the game directional – players try to move from one place to another without being tagged.

★ Don't forget to use **STEP - Space. Task. Equipment. People - to make the game work for everyone.**



Have safe zones, where players can't be tagged but have to do something else in this zone.



See more ways to take the Tag Game somewhere new with the Idea Generator in your Play Book or with the Play Phase Activity Cards. Find them at Learn.EnglandFootball.com.