

All-in tag



A Everyone tries to tag everyone else! Players who are tagged continue to tag others from a crouch position. (Play with 8–30.)



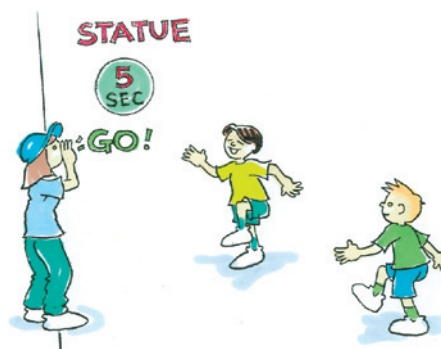
What to do

- > Establish a playing area.
- > Players tag whoever is nearest.
- > Tagged players crouch and can continue to tag others, but can't change position.

Change it

- > A player with limited mobility may have to be tagged twice. Alternatively, use a 'buddy' pairing for all players – both players in a pair have to be tagged within 5 seconds. Vary the locomotion according to the ability of the players.

- > Walk, shuffle, skip, jump...
- > **Statues** – the coach signals 'statue' and all the running players have to freeze in a one-legged statue. Play resumes after 5 seconds on the signal 'go'.



- > Repeat the statue freeze when about half the players have been tagged. On the signal 'go', all the crouchers become runners and the runners become crouchers.

Pool alternative



Safety

- > When you are playing indoors, boundaries should be away from walls or free-standing objects.
- > Players should be familiar with space and player awareness activities such as Start out WC 03a,b.
- > Players can only tag with their hands, NOT their feet.
- > Heads up and looking around at all times.



LESSON LINK

All-in tag builds on introductory awareness activities (see the walking and shuffling variations). Space and player awareness is important for all indoor and outdoor games and sports.