Three taggers try to tag other players, who must hold their nose and toes if tagged.


## What you need

> 3 bibs for the taggers

## What to do

> When you say 'GO!', three taggers try to tag other players. Once tagged, a player must hold the toes of their left foot with their right hand. To become free, they must pass their left arm under their left knee and touch their nose.


## Change it

> Players only hold the toes of their left foot for 3 seconds and are then free.
> Increase the number of taggers.
> Players have to balance on their non-preferred leg.

## Safety

> Players need to get their balance before trying to touch their nose.
> Make sure the playing area is free of obstructions.

## Ask the players

> What's the easiest way to touch your nose?
> Which leg do you have the best balance on?

## LESSON LINK:

Nose and toes tag requires players to be aware of others and emphasises 'space finding'. It also develops players‘ balance and coordination skills.

B One or two taggers try to tag other players, who must hold a static balance for five seconds.


ANGRY CAT


FRONT SUPPORT


ARABESQUE

## What to do

> When you say ‘GO!’, one or two taggers try to tag other players.
> Once tagged, a player must hold the particular static pose that you call out.
$>$ To become free, they must hold this position for 5 seconds.
> Static holds could include front support, rear support, stork stand, crab support, straddle stand.

## Safety

> Players need to maintain core stability in the static position.

## Ask the players

> Which balances are easier to hold?

## LESSON LINK:

Frozen tag is a fun energiser that develops core strength. It also requires players to be aware of others.

