

COLOUR SPLASH TAG

TAG ACTIVITY

EQUIPMENT

CONES TO MARK OUT 10M X 10M PLAYING AREA.

INSTRUCTIONS

THE TEACHER STARTS BY NOMINATING ONE STUDENT TO BE THE 'COLOUR SPLASH TAGGER'. THIS STUDENT WILL STAND IN THE MIDDLE OF THE 10M X 10M PLAY AREA. THEN THE TEACHER WILL ASSIGN ALL THE REMAINING STUDENTS DIFFERENT COLOURS OF THE RAINBOW. DEPENDING ON THE SIZE OF THE CLASS, FOUR OR MORE COLOURS WORK BEST. SOME EXAMPLES COULD BE RED, ORANGE, YELLOW, GREEN, BLUE AND PURPLE. WHEN ASSIGNING THE COLOURS DON'T LET THE RAINBOW CATCHER HEAR WHAT COLOURS EACH STUDENT HAS BEEN GIVEN. THE GAME STARTS WHEN THE 'COLOUR SPLASH TAGGER' CALLS OUT A COLOUR. ALL THE STUDENTS THAT HAVE BEEN ASSIGNED THAT COLOUR TRY AND RUN PAST THE TAGGER TO THE OTHER SIDE OF THE PLAY AREA. THE 'COLOUR SPLASH TAGGER' TRIES TO TAG AS MANY STUDENTS AS THEY CAN BEFORE THEY REACH THE OTHER SIDE.

THE STUDENTS WHO ARE TAGGED BECOME 'COLOUR SPLASH TAGGERS' AND STAND IN THE MIDDLE TO HELP TAG OTHER STUDENTS ON THE NEXT ROUND. SOMETIMES THE 'COLOUR SPLASH TAGGER' CAN YELL "RAINBOW" AND ALL THE STUDENTS MUST TRY AND REACH THE OTHER SIDE. THE LAST STUDENT LEFT BECOMES THE 'COLOUR SPLASH TAGGER' FOR THE NEXT GAME AND IS THE WINNER.



BreakAppz



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