

# CREEPY CREEPY TAG

## Tag Activity

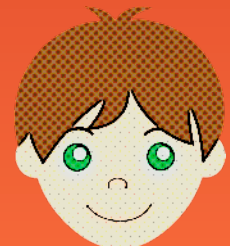
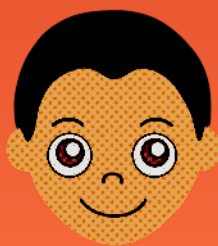


## EQUIPMENT

CONES TO MARK A 10M X 10M PLAYING AREA AND 15 HULA HOOPS.

## INSTRUCTIONS

DIVIDE THE CLASS INTO TWO EVEN GROUPS. START ONE GROUP OF STUDENTS ON A DESIGNATED START LINE AND THE OTHER GROUP ON HULA HOOPS OR MARKED PLACES IN THE PLAYING AREA. THE STUDENTS ON THE START LINE ARE THE 'CREEPERS' AND THE OTHERS ARE THE 'TAGGERS'. ON A SIGNAL, THE CREEPERS MOVE WHILE THE TAGGERS TRY TO GET TO THE OTHER END WITHOUT BEING TAGGED. CREEPERS MUST STAY INSIDE THE PLAYING AREA. THE TAGGERS MUST KEEP AT LEAST ONE FOOT IN CONTACT WITH THEIR SPOT. IF A CREEPER IS TAGGED THEY RUN AROUND THE OUTSIDE OF THE PLAYING AREA AND BACK TO THE STARTING PLACE TO START AGAIN. PLAY FOR TWO MINUTES, AND THEN SWAP ROLES. TO MAKE IT A CHALLENGE COUNT HOW MANY TAGS EACH TEAM MAKES SO YOU HAVE A WINNER AT THE END.



BreakAppz



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