

# FALLING SHEEP TAG

## TAG ACTIVITY



### EQUIPMENT

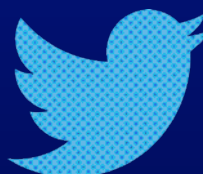
COLOUR BANDS AND CONES TO MARK A 10M X 10M PLAYING AREA.

### INSTRUCTIONS

THE TEACHER PICKS ONE STUDENT TO BE THE SHEPHERD. THE SHEPHERD PLACES A COLOUR BAND ON AND IS THE TAGGER FOR THE GAME. THE REST OF THE STUDENTS ARE CALLED SHEEP. IF THE SHEPHERD TAGS A SHEEP THEN THEY ARE 'IT' AND BECOME SHEPHERDS AS WELL. THE SHEEP CAN FALL TO THE GROUND TO AVOID BEING TAGGED FOR UP TO FIVE SECONDS. AS LONG AS THEY ARE ON THE GROUND, THEY ARE SAFE FROM THE SHEPHERDS. THE SHEEP CAN'T FALL TO THE GROUND UNLESS THE SHEPHERD IS TWO METRES AWAY OR CLOSER. THE LAST SHEEP LEFT IS THE WINNER. THIS IS A GREAT GAME FOR STUDENTS OF ALL AGES.



BreakAppz



@DALESIDEBOTTOM