

KILLER PYTHON TAG

TAG ACTIVITY

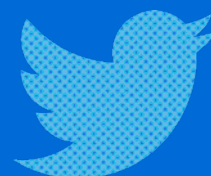


INSTRUCTIONS

THIS IS A GREAT TEAM-BUILDING AND WARM-UP TAG GAME. THE AIM OF THIS GAME IS TO MAKE SURE YOU DON'T LET THE HEAD CATCH THE TAIL OF THE KILLER PYTHON. THE TEACHER NEEDS TO CHOOSE TWO STUDENTS, ONE TO BE THE HEAD AND ONE TO BE THE TAIL OF THE KILLER PYTHON. THE STUDENTS THEN LINE UP IN SINGLE FILE BEHIND THE HEAD WITH THEIR HANDS ON THE STUDENT IN FRONT'S HIPS; THE STUDENT WHO IS THE TAIL WILL BE THE LAST IN LINE. THE GAME STARTS WHEN THE HEAD STUDENT SAYS "GO!" THE KILLER PYTHON BEGINS TO FOLLOW THE HEAD WHILE THE HEAD TRIES TO TAG THE TAIL. THE STUDENTS IN THE MIDDLE MOVE AROUND TO KEEP THE HEAD FROM GETTING THE TAIL. THE KILLER PYTHON CANNOT COME APART. IF THE HEAD GETS THE TAIL THEN THE HEAD BECOMES THE NEW TAIL AND THE NEXT STUDENT IN THE KILLER PYTHON BECOMES THE NEW HEAD.



BreakAppz



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