

REWARD TAG

TAG ACTIVITY



EQUIPMENT

FOUR CONES TO MARK 10M X 10M SQUARE.

INSTRUCTIONS

HALF OF THE STUDENTS START INSIDE THE PLAYING SQUARE, WHILE THE OTHER HALF ARE LINED UP ON THE SIDE OF THE SQUARE READY FOR THEIR TURN. THE TEACHER LETS ONE STUDENT IN AT A TIME. THAT STUDENT HAS 10 SECONDS TO TAG SOMEONE. IF THIS STUDENT DOES TAG SOMEONE, THE TAGGED STUDENT LEAVES THE GAME AND RUNS AROUND THE COURT, LINING UP AT THE END OF THE LINE. IF 10 SECONDS GO BY AND NO ONE IS CAUGHT, THE TAGGER EXITS AND DOES THE SAME. LINES TURN OVER RAPIDLY. TASKS CAN BE SET UP ALONG THE WAY FOR STUDENTS IN THE LINE WAITING, SUCH AS JUMP ROPE, PUSH-UPS, SIT-UPS, JUMPING JACKS AND SO ON.



BreakAppz



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