

# SKUNK TAG

## TAG ACTIVITY

### EQUIPMENT

SIX HULA HOOPS AND TWO COLOUR BANDS FOR THE SKUNKS.

### INSTRUCTIONS

PICK TWO STUDENTS TO BE THE SKUNKS, THE REST ARE SCATTERED IN THE PLAYING AREA.

PLACE FOUR HULA HOOPS AT THE FOUR CORNERS OF THE PLAYING AREA, WHICH ARE SAFETY ZONES. STUDENTS CAN STAY 20 SECONDS IN A SAFETY ZONE, OR UNTIL ANOTHER STUDENT STEPS INTO THE HOOP FOLLOWING THEM. ONLY ONE STUDENT IS ALLOWED IN A HOOP AT A TIME. PLACE ONE IN THE MIDDLE, WHICH IS THE SKUNK'S HOME. THE TWO SKUNKS ARE PLACED IN THE CENTRE TO BEGIN THE GAME. ON THE GO SIGNAL, THE SKUNKS CHASE AND TRY TO TAG THE STUDENTS. IF SUCCESSFUL, THEY CHANGE PLACES. THE NEW SKUNK MUST RUN TO THE CENTRE HOOP AND YELL, "NEW SKUNK!" BEFORE CHASING OTHER STUDENTS.



BreakAppz



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