

Blob Tag

Somewhat like Amoeba, except that instead of the 'it' running free, by himself, the "it" is surrounded by two other players who are holding hands with 'it' in the middle. Only the 'it' can tag. Once the circle around the 'it' has six people in it breaks up with the original three staying together and the three tagged forming their own blob with the biggest person in the middle. Now there are two blobs trying to tag people. The game continues until everyone is caught.

Freeze Tag

Play: One person is 'it'; he tries to tag the other players. When a player is tagged he must with his arms out so that another player can run under them and free him.

Hot Dog Tag

Play: If tagged by the 'it' in this game the child tagged has to lay down on the ground with their arms and their legs by their sides and shout "I am a wiener". In order to be 'saved' 2 other players must get to the 'wiener' and lay down beside it with one on each side, becoming the two sides of the bun. Before getting up to play again the three have to shout, "We are a hot dog". The game can be made easier by making it so that one 'side of the bun' is safe while waiting with the 'wiener' for the second 'side' or by making only one 'bun' necessary as opposed to two.

Leap Frog Tag

Play: One person is 'it'; he tries to tag the other players. When a player is tagged he must squat down and remain out of the game until one of the other players can leap frog over him and set him free.

Rock, Paper, Scissors Tag

Materials: 4 pylons or markers of some kind

Play: The pylons are set out to form a large square. Two start lines are created at two corners that are adjacent (separated by only one side of the square). The players are split into two teams and each team is lined up behind their own start line. When 'go' is called the first player from each team runs (or walks fast) around the remaining three sides of the square and wherever they meet they play rock, paper, scissors. The player that wins the match continues running around the square getting closer to the other team's starting lines they go and the next person in line from the losing side runs put to meet them. They meet and play RPS again. This continues on with the winner continuing on around the square with the losing team sending out the next player to stop them from gaining ground. A point is scored when a player manages to cross the starting line of the other team. At this point the game would start again from the beginning with a score of 1:0. The game is finished when a point value agreed upon before the game started is reached by one side of the two teams.

PAIRS TAG

Group Size: Depending upon available space, from ten on up.

Time: For both variations, 10 minutes. Can be done in as little as five. A "quick hitter."

Props: None, except open space.

Instructions: Instruct each participant to find a partner and go stand by him/her. Explain that as a group, we are going to play a game of tag, with three significant modifications:

1. one-half of the participants in the room, or one person in each pair, is IT;
2. each IT is only chasing after his/her own partner; and
3. there is NO RUNNING - this is a "walking only" game. When any IT tags his/her partner (gently above the waist and below the neck in non-sensitive areas), the tagged individual must spin around in place two times - this avoids endless "tagbacks" - and then give pursuit to his/her partner.

Facilitator Notes:

1. Although participants will initially forget that the game is "walking only" or will creatively reinterpret what the word "walking" means, verbally remind participants throughout play to walk. If necessary, use the STOP word.
2. All tags should be above the waist and below the neck for safety.
3. Position yourself in the exact middle of the playing area. Participants will begin to "swirl" around you as the pivot point. This allows for good game play even given a small space. In fact, this game plays best with lots of participants in relatively small spaces. Lots of ducking and hiding behind others.
4. Before playing Pairs ask if anyone in your group has had any shoulder injuries. If so, they may want to hold hands with their partner or sit this one out.

CORNFIELD TAG

Group Size: 18 to 62 players

Players stand side-by-side in four or more lines with arms outstretched and hands joined, and arranged so that the four lines, containing an equal number of player, are one behind the other. As the lines of players with joined hands face the leader, the aisles formed between the lines are called “North Fence” (see diagram A); as players turn left and join hands, “West Fence” (diagram B); as they face diagonally forward and left, and join hands “Home Corner” (diagram C); and as they face diagonally forward and right, and join hands “Field Corner” (diagram D). There are two players who do not take place in the four lines. One of these players is the chaser and the other is the runner. The chaser attempts to tag the runner as they run only through the aisles formed by the players. These aisles are changed as the leader calls “North Fence,” “West Fence,” “Home Corner,” or “Field Corner.” When a call is given the players drop hands, face in the direction indicated by the call, and join hands, forming new aisles.

The two players are limited to running in the aisles formed and in the immediate area surrounding the group. Changing the aisles on the call of the leader may either help or hinder the runner. When the runner is tagged, a new chaser and runner are selected and the original two take the places in the lines vacated by the new chaser and runner.

NOTES:

Rehearse the changes in positions and aisles thoroughly with the group before playing the game. See diagrams.

Vary the time between signals to change formation. At times, help the runner and at other times, help the chaser.

If a “catch” is too slow, select a new chaser and runner.

Use other signals which may be more appropriate for the situation; or, shorten them to “North,” “West,” “home,” and “Field!”

When played with a number of player not divisible by four, shorten the first and fourth lines at the ends of the lines.

A. “North Fence” – Players facing leader, hands joined.

B. “West Fence” - Players facing left, hands joined.

C. “Home Corner” – Players facing left-front diagonally, hands joined.

D. “Field Corner” – Players facing right-front diagonally, hands joined.

