

## Fast Games

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**NAME OF ACTIVITY:** Double Tag

**GRADE LEVEL:** 3-5

**EQUIPMENT:** 10 cones, 6-8 pinnies

**SKILLS EMPHASIZED:** fleeing, dodging, chasing, running

**ORGANIZATION:**

1. Designate two approximately 20 x 20 yd. adjacent activity areas.
2. Divide students into 2 groups; 1 group in each area.
3. Designate 3-4 students per group to be "Its," each of these students should wear a pinnie.
4. Students are scattered.

**DESCRIPTION:**

1. Two tag games are being played simultaneously in adjacent areas.
2. On signal, "Its" try to tag the other students.
3. When tagged, a student does 3 jumping jacks and joins the opposite game.
4. The "Its" stay in the same game.
5. The object is for the "Its" is to try to get all the players out of their game.

**TEACHING SUGGESTIONS:**

1. Change "Its" every 2-3 minutes.

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**NAME OF ACTIVITY:** Double Tag (*continued*)

**VARIATIONS:**

1. Change locomotor movement to skip or gallop.
2. Change the number of "Its."
3. Change the task after being tagged.
4. BASKETBALL, SOCCER: play the game with each student dribbling a ball.

