PARTNER TAG

WHAT TO DO

1. Tell students one person will be a tagger and the other person will be chased by the tagger.
2. On “Go!” taggers give their partners five seconds to get away before chasing them.
3. Everyone must stay in the grid which will encourage dodging and moving to space.
4. Taggers use a one or two-handed tag to tag their partners.
5. Swap roles once a partner has been tagged.

TEACHING TIPS

- Remind all students to keep their heads up to watch for other players.
- Use fast feet to quickly change direction

VARIATIONS

- The partner who is being chased carries a ball.
- Challenge partners with a ball to score a try over a grid line.
- Decrease the number of seconds before a tagger starts chasing.
- Increase the grid size.
- Change the movement from running to skipping, hopping, bounding etc

QUESTIONS FOR UNDERSTANDING

- Where can partners move to avoid being tagged?
- What are the best parts of being physically active with your friends?

FAIR PLAY OPPORTUNITIES

- Encourage positive talk between students when they have been tagged.
- Reinforce the importance of taking turns.

EQUIPMENT AND SET UP

1. 4 x marker cones (any colour)
2. Grid 20m x 20m (or larger)
3. Rugby balls can be carried by student fish – depending on number of balls available.

AUSTRALIAN CURRICULUM LINKS

LEARNING AREA: Health and Physical Education
STRAND: Movement and physical activity
SUB-STRAND: Moving our body, Learning through movement
FOCUS AREAS: Active play and minor games, Fundamental movement skills

SKILLS FOCUS

- Evasion
- Tag defence
- Ball handling

5-10 MINS

IN PARTNERS, ONE STUDENT BECOMES A TAGGER AND GIVES THEIR PARTNER FIVE SECONDS TO RUN FREE. THE PARTNER BEING CHASED HAS TO DODGE THEIR WAY AROUND THE GRID WITHOUT BEING TAGGED.