

# Island Tag

Grades 2-5

## BENEFIT

Class unity

## LOCATION

Grass, blacktop

## EQUIPMENT

None

- 1** Pick one person to be the chaser and one person to be the target. Have everyone else pair up with a partner. Each pair becomes an island. The partners spread out across the playing area and stand shoulder to shoulder. The islands should be spaced out roughly 10 to 15 feet apart.
- 2** The chaser pursues the target throughout the playing area. Once the chase begins, the target can find safety by joining an island—settling next to someone, shoulder to shoulder. Only two people are allowed on an island; when the target settles at one side of an island, the person on the opposite side of the island must leave. This person immediately becomes the new target.
- 3** When the chaser tags the target, the two immediately switch roles. The new chaser (the one just tagged) freezes, counts to five, and then begins the chase.



One student chases another through the “islands,” which are pairs of students standing shoulder to shoulder (A). The student being chased can find safety by standing next to one student of an island pair (B). The other student of the pair gets kicked off the island and becomes the new target (C).