

Line Tag

Grades 2-5

BENEFIT

Vigorous aerobic exercise

LOCATION

Blacktop

EQUIPMENT

Five to seven jerseys (optional)

Tip

Encourage your students to tag gently.

Tip

If no jerseys are available, have the students hold something else to identify them as taggers. For example, have them hold a colorful piece of paper.

- 1** Select five to seven students to be taggers; the rest of the students are runners. Each tagger puts on a jersey. The taggers begin the game on one side of the blacktop, the runners on the other.
- 2** Say “Ready, go” to begin the game. The taggers chase the runners and try to tag them. As they run, all students should stay on the playground lines painted on the blacktop. Students may leap from line to line, but they may not step off a playground line to avoid a tag or make a tag; a runner may step off a line to avoid contact with another runner.
- 3** After a successful tag, the runner and tagger switch roles. The new tagger puts on the jersey and counts to 10 before starting to chase the runners. If a runner flees a line to avoid getting tagged, the runner and tagger automatically switch roles. If a tagger leaves the line to make a tag, that tag does not count, and the tagger must look for another runner to tag.



The students in the yellow jerseys (the taggers) chase and try to tag the other students (the runners). All students must stay on the playground lines as they run.