

# Partner Tag

Grades 1-5

## BENEFIT

Moderate aerobic exercise

## LOCATION

Grass, blacktop

## EQUIPMENT

Cones  
(as needed)

## Tip

Encourage your students to move cautiously around the playing area.

- 1 Establish boundaries for a large playing area, perhaps the entire grass field and/or blacktop. Use permanent playground features (such as trees and backstops), and cones if needed, to mark the boundaries. Assign each student a partner. The partners begin the game side by side along one side of the playing area.
- 2 One partner—the tagger—spins around in a circle five times. While the tagger is spinning, the other partner—the target—flees. Once the tagger finishes spinning, he chases the target and tries to tag her. Both students must walk—no jogging or running.
- 3 When the chaser tags the target, the two partners reverse roles. The new chaser stops, spins five times, and then goes after her fleeing partner.



## Variation

Have your students gallop or skip instead of walk.

The two partners stand side by side to begin the game. The target flees as the chaser spins.