

Secret Agent Tag

Grades K-5

BENEFIT

Vigorous aerobic exercise

LOCATION

Grass

EQUIPMENT

Six to eight jerseys (optional), cones (as needed)

Tip

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

Students start the game in the duck-and-cover position (A). The teacher quietly hands a jersey to one of the secret agents (B). At the signal, a secret agent begins the chase (C).

- 1 Establish boundaries for a large playing area, perhaps the entire grass field. Use permanent playground features (such as trees and backstops), and cones if needed, to mark the boundaries. Have your students gather loosely on the grass and get into the duck-and-cover position—kneeling down, eyes covered—roughly 5 to 10 feet apart (see photos to the right).



- 2 Once the students are in position, quietly walk around the playing area. Secretly tap six to eight students on the shoulder; these students are the secret agents. The remaining students are the runners. As you tap an agent, pass her a jersey.
- 3 When all of the secret agents have a jersey, call out “Everybody up.” All the students stand and open their eyes. The secret agents hold their jerseys, visibly in their hands, and the runners flee. Count to five, then call out “Ready, go,” the signal for the secret agents to chase the runners.
- 4 A secret agent who tags a runner hands over her jersey and flees. The new secret agent must freeze and count to five before chasing the runners.