

Skunk Tag

Grades 2-5

BENEFIT

Vigorous aerobic exercise

LOCATION

Grass

EQUIPMENT

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

Tip

If two players disagree about whether someone has been tagged, have them do rock-paper-scissors to settle it.

Tip

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

1 Establish boundaries for a large playing area on the grass, perhaps the entire field. Use permanent playground features (such as trees and backstops), and cones if needed, to mark the boundaries. Pick five to eight students to be the skunks. Each skunk puts on a jersey. Have all the students spread out within the playing area.

2 The skunks chase the other players throughout the playing area, trying to tag them. A player who is about to get tagged can protect himself from the skunks by doing the following all at once: crouching, covering his nose, waving his hand in front of his face, and saying “Peeewwww.” A player who does this before getting tagged remains safe for up to 10 seconds—provided he stays down the whole time. Skunks may not hover over a player who is down.

3 A player who gets tagged by a skunk must take the skunk’s jersey and become a new skunk.



A) A skunk chases another student.

B) The student protects himself from the skunk by crouching down, covering his nose, waving his hand in front of his face, and saying “Peeewwww.”