

Movement Challenges & Games

ARCHES TAG

- Movement activity which allow students to move in pairs in a space and avoid being caught by the taggers.
- Students in pairs move randomly in a designated fashion (eg running, skipping etc) in the designated area.
- The taggers, who are also in pairs, are wearing sashes to be identified. The aim is for the taggers to catch as many pairs as possible with the intention of tagging everyone to stop the game.
- Once tagged the caught pair stand facing each other with both hands held high, forming a shape that resembles an 'arch' or the Sydney Harbour Bridge.
- The caught couple are released when another free pair run underneath the arch.
- Pairs must stay linked at all times.

Equipment: Cones to define the area, sashes.

Area Required: Any space. Whole class participation.

Benefits

- Teamwork/Group-work (How am I working with my partner to achieve the goal?)
- Fun
- Body awareness and control
- Decision Making and communication

How to explain the activity

- As above - you may wish to use the name of a local bridge or structure.

Cues for debrief / reflection

- What did you like about the activity?
- Were any parts of the game challenging? (This may bring up 'personal space', moving with another person with hand held)
- How did you feel when you were the tagger? Any challenges?
- How did you feel when you were pursued and or tagged?
- Was it important to free those who had been tagged?

How to vary the activity

- Be creative with the movement that the group have to use to move in the space. eg crawling/skipping.
- Change the way the pairs are connected and change the shape that they must make once they are tagged.
- Make the taggers single people instead of pairs.
- Ask the student for their feedback on how the game could be modified, or any ideas they have to change it.