

Movement Challenges & Games

LINE TAG

- The aim of this tag game is for all players to remain on the lines of the court.
- The taggers who are carrying the balls chase the other student's and must remain on the designated lines.

Equipment: Tennis balls (or bean bags).

Area Required: Any area which has marked lines marked on the ground. Whole class participation.

Benefits

- Teamwork/Group-work (How am I working with others to achieve the goal?)
- Fun
- Body awareness
- Decision making and anticipation
- Balance
- Body control
- Communication

How to explain the activity

- All students must stay on the lines, create a story around the consequence if you step off the line.
- Select 1-4 students to be the taggers who tag using the tennis ball.
- Taggers chase the other students attempting to tag them with the ball.
- Once a player is tagged they take possession of the tennis ball, and they then become the new tagger.
- Student cannot jump from line to line they must access other lines via an intersecting line.
- Taggers must be on the same line as the student they are trying to tag.
- Taggers may not tag back the person that tagged them.

Cues for debrief / reflection

- What did you like about the activity?
- Were any parts of the game challenging? (This may bring up, staying on the lines, being aware where all of the taggers were)
- How did you feel when you were the tagger? Any challenges? Strategies?
- Did you as a tagger work with another tagger to achieve the goal?
- How did you feel when you were being chased?
- What was it like for you to stay on the lines? What did you have to do with your body to stay on them?
- Did you do anything to avoid being tagged?
- Which job was the most challenging? Why?

How to vary the activity

- The taggers remain in possession of the tennis ball, however the tagged students freeze and squat. They must remain there until they are released by a designated 'releaser'. The 'releaser' can be identified by a coloured band.
- Change the movement skill that the students must use to move along the lines.
- Increase the number of taggers.
- Decrease or increase the number of lines available to move on.
- Ask the students for their feedback on how the game could be modified, or any ideas they have to change it. Apply these modifications/changes as appropriate.