

# Movement Challenges & Games

## SCARECROW TAG

- Select two or three students as taggers, everyone else holds a tennis ball.
- When tagged, students must stand still like a scarecrow with their legs apart.
- Tagged students can be freed if a free player rolls their tennis ball between the tagged students' legs.
- Students can/cannot be tagged while they are freeing another player.

**Equipment:** Tennis Balls.

**Area Required:** Any outdoor area that allows the class to move freely.

### Benefits

- Speed (How was I best able to tag others?).
- Agility (How did I avoid being tagged?).
- Risk Taking / Co-operation (Putting myself at risk to free others.).
- Honesty (Did I accept each time I was tagged?).
- Persistence (Will I do everything in my power to avoid being tagged / catch others?).

### How to explain the activity

- Everybody has a tennis ball except for three people who are the taggers. You'll know they are the taggers because they have no tennis ball. Their job is to run around and tag as many people holding a tennis ball as possible.
- If those of us with a tennis ball get tagged we have to stand still like a scarecrow (demonstrate stance).
- If we haven't been tagged, we can free tagged players and allow them back into the game by rolling our tennis ball between their legs. Remember that you can't / can still be tagged when you're freeing someone else.

### Cues for debrief / reflection

- What was my strategy to tag / avoid being tagged?
- Did I accept each time I was tagged?
- What was the most challenging aspect of the game?

### How to vary the activity

- When tagged, players place their tennis ball under their foot and can be released when another player throws them their tennis ball, they catch it and throw it back.
- When tagged, allow the scarecrow to decide how they want to be freed (thrown to or rolled between their legs).
- Vary the number of taggers and the playing area.