

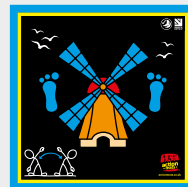


The Setup

Tail-Tag

What's needed

x8 - x16 Mini Actions Mats
Set of Bibs (1 colour)





This is the traditional game of playground tag, but with some added fun and with no waiting around for students that are 'out'.

Learning objectives

This learning activity is designed to develop children's skills in turn taking, listening and attention, following rules, and understanding the basic principles of competition.

Early Years Statutory Framework England

Physical Development

ELG: Gross Motor Skills

- Develop strength balance and coordination activities such as climbing dancing running and jumping
- Negotiate space and obstacles safely, with consideration for themselves and others.
- Develop agility and control over their bodies

Personal, Social and Emotional Development

ELG: Building Relationships

Work and play cooperatively and take turns with others.

ELG: Managing Self

Be confident to try new activities and show independence, resilience and perseverance in the face of challenge.

ELG: Self-Regulation

Give focused attention to what the teacher says, responding appropriately even when engaged in activity, and show an ability to follow instructions involving several ideas or actions.

How to Play

- First choose a designated time for the game. 2-3 minutes works well.
- Then choose 2 students to be 'on'. These students must wear a coloured bib to identify their role to others. All other students must stand anywhere in a space with their bib hanging out the back of their shorts. They must NOT stand on a Mini mat.
- Count down and then indicate that the game has started. Students must avoid having their bib taken by those that are 'on' by moving around the spaces. If they stand on a Mini Mat, students are in a safe zone BUT must complete 5 actions (or complete the action for 5 seconds) and once finished must then move off the mini mat and again avoid having their bib taken. Students that are 'on' are not allowed to stand on any Mini Mat.
- If a student's bib is taken, they must now where the bib and join the students that are on.
- If all students have been tagged in the time allocated, then the two students that started the game win. If there are any students left that still have their bib tucked in, then they are the winner.
- Repeat the game and try to ensure that different students are given the opportunity to be 'on' from the beginning of the game