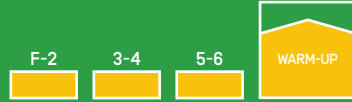


SPORTAUS



Partner tag

Players are paired off. On a signal, one player, the tagger, tries to tag the other player. At the same time, all the other pairs are doing the same thing – taggers are trying to tag their partners.

What to do

Setting up

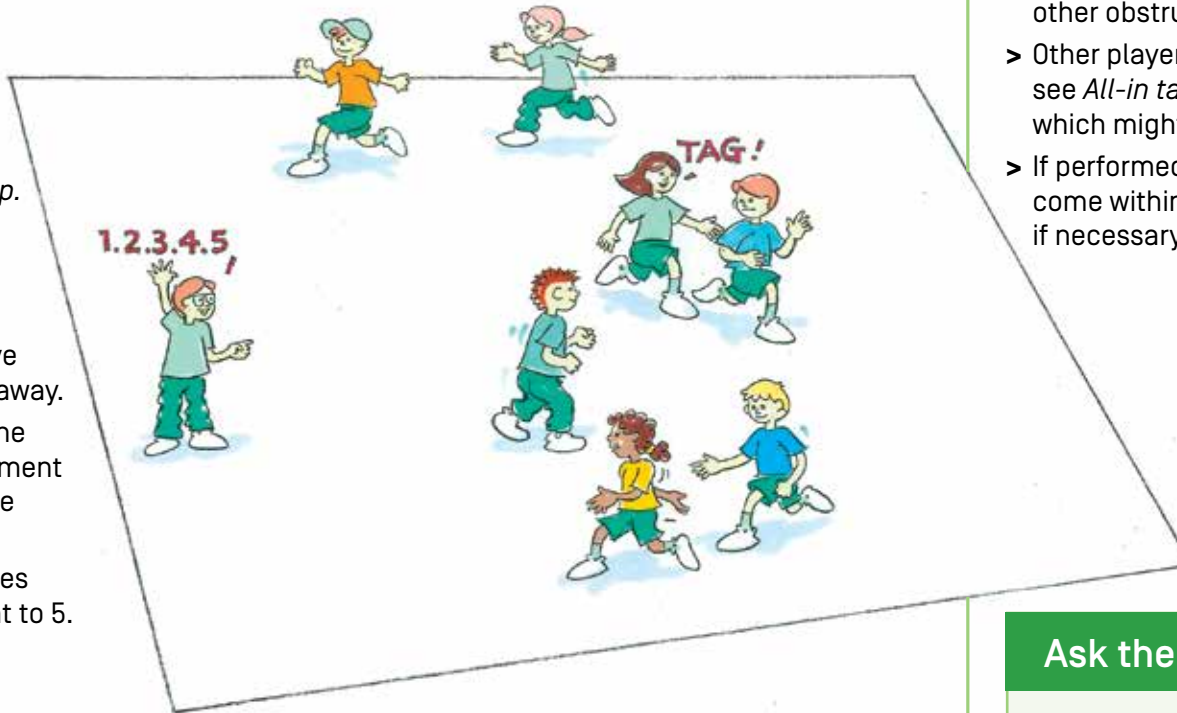
- > Form pairs, see *Form a group*.
- > Allow the players to decide which partner is the tagger.

Playing

- > The tagger counts to 5 to give the other player time to get away.
- > If space is restricted, or on the first occasion, restrict movement to a fast shuffle [2 feet on the ground or pretty close to it].
- > When a person is tagged, roles swap – don't forget the count to 5.

Change it

- > Vary the movement skill.
- > Change partners.
- > **Add a challenge** – the player being chased could try to run to each boundary line before being tagged (boundaries should be away from walls).
- > **Equalise players** – try long walking steps followed by knee to chest could be used to restrict the mobility of players.



Safety

- > Choose an area away from walls and other obstructions.
- > Other player awareness is very important; see *All-in tag* and *Look out for others!*, which might be played first.
- > If performed in a pool, the activity should not come within one metre of a wall – call 'STOP' if necessary.

Ask the players

- > How do you feel after playing for 5 minutes?
- > What strategies can you use so you don't feel as puffed/can keep running?

LEARNING INTENTION

Partner tag can be used as a warm up game to develop spatial awareness and movement skills.

PHYSICAL LITERACY ELEMENTS

MOVEMENT SKILLS
AGILITY

CARDIOVASCULAR ENDURANCE
SELF-REGULATION (PHYSICAL)

PERCEPTUAL AWARENESS

AC:HPE CONTENT DESCRIPTIONS

ACPMPO08
ACPMPO25
ACPMPO43
ACPMPO61