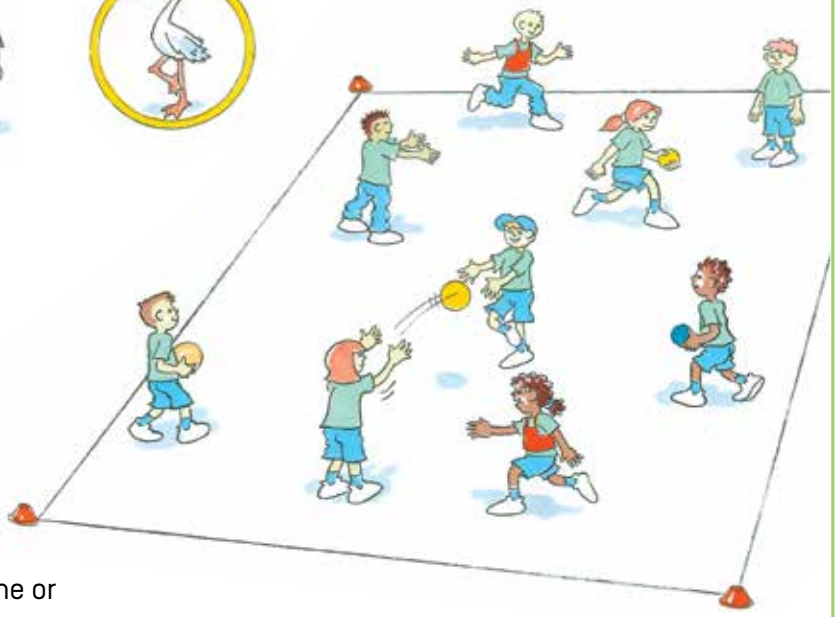
SPORTAUS

F-2 3-4 5-6 WARM-UP SKILL DEVELOPMENT

# Stork tag

Taggers chase runners. If runners are tagged, they have to stand on the spot in a stork stand. A tagged runner can be freed by a fellow runner by exchanging a ball with an underarm throw. Either a stork or a free runner can throw the ball. Play with 8 or more.



## What to do

**Setting up**

> 2 or more taggers wear bibs.

> Half the runners have balls, which can be different shapes and sizes.

> Establish a playing area with markers. Ensure there are no obstructions.

**Playing**

> The game stops after a set period of time or when all the runners are tagged.

> Change runners and taggers frequently.

> **Runners** – if the ball is dropped in the underarm pass, both players become storks.

> The 'no drop' catching rule requires players to work cooperatively, as both thrower and catcher have a stake in the outcome. For players still learning to throw and catch, allow one bounce.

## Scoring

> How many consecutive passes without the ball touching the ground?

> No scoring is an option.

## Change it

> **All runners with balls** – to free a stork, both stork and runner have to successfully throw and catch their balls, otherwise both become storks.

> Tag-free islands, bounce pass or non preferred hand pass, size of playing area, replace the stork with another position (e.g. sit with legs tucked and off the ground).

> Use tag-free islands and, depending on the mobility of the player, allow different amounts of time on the island (e.g. as needed or for the duration of the game).

## Safety

> Choose an area away from walls and other obstructions.

> Enforce the underarm throw and build up speed from a slow speed.

> Ensure players have completed other space awareness activities such as, *All-in tag* and *Look out for others!*

> Use **Change it** to accommodate different player abilities.

## LEARNING INTENTION

*Stork tag* combines running with cooperative throwing and catching. It also requires players to be aware of others and emphasises 'space finding'.

PHYSICAL LITERACY ELEMENTS

STABILITY/BALANCE AGILITY

PERCEPTUAL AWARENESS

SAFETY AND RISK

AC:HPE CONTENT DESCRIPTIONS

ACPMP043

ACPMP061

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