



All-in tag

Everyone tries to tag everyone else! Players who are tagged continue to tag others from a standing position. Play with 8–30.

What to do

- > Establish a playing area.
- > Players tag whoever is nearest.
- > Tagged players crouch and can continue to tag others, but can't change position.



Change it

- > A player with limited mobility may have to be tagged twice. Alternatively, use a 'buddy' pairing for all players – both players in a pair have to be tagged within 5 seconds. Vary the locomotion according to the ability of the players.
- > Walk, shuffle, skip, jump...

- > **Statues** – the coach signals 'statue' and all the running players have to freeze in a one-legged statue. Play resumes after 5 seconds on the signal 'go'.
- > Repeat the statue freeze when about half the players have been tagged. On the signal 'go', all the crouchers become runners and the runners become crouchers.

Safety

- > When you are playing indoors, boundaries should be away from walls or free-standing objects.
- > Taggers should tag players with their hands, between shoulder and hip height.
- > When tagging, tap lightly, DON'T PUSH.

Ask the players

- > What part of the game did you enjoy the most?
- > What strategies did you use to make sure you were aware of everyone around you?



LEARNING INTENTION

All-in tag builds on introductory spacial awareness activities (see the walking and shuffling variations). Space and player awareness is important for all indoor and outdoor games and sports.

PHYSICAL LITERACY ELEMENTS

MOVEMENT SKILLS
AGILITY

ENGAGEMENT AND ENJOYMENT

SAFETY AND RISK
PERCEPTUAL AWARENESS

AC:HPE CONTENT DESCRIPTIONS

ACPMPO08
ACPMPO25
ACPMPO43
ACPMPO61