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.

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?

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.