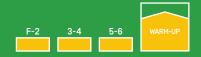




SPORTAUS



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...

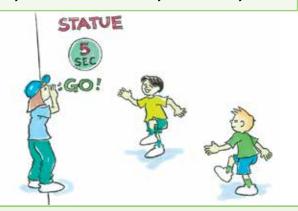
- > Statues the coach signals 'statue' and all the running players have to freeze in a one-legged statue. Play resumes after 5 seconds on the signal 'go'.
- > Repeat the statue freeze when about half the players have been tagged. On the signal 'go', all the crouchers become runners and the runners become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

Mo

MOVEMENT SKILLS

ENGAGEMENT AND ENJOYMENT

PERCEPTUAL AWARENESS

AC:HPE CONTENT ESCRIPTIONS

ACPMP008 ACPMP025

> ACPMP043 ACPMP061