



Australian Government  
Australian Sports Commission



# All-in tag

Everyone tries to tag everyone else! Players who are tagged continue to tag others from a crouch 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.
- > Players can only tag with their hands, NOT their feet.



## 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.

SKILL FOCUS

BALANCING  
LOCOMOTOR MOVEMENT

CONTENT DESCRIPTIONS

ACPMPO08  
ACPMPO25  
ACPMPO61

ACPMPO43