





ATHLETICS

GAMES

Description of Activity

Arrange pupils in groups of eight. Invite each group to form a small circle with each pupil facing inward, holding their hands out in front of them, palms facing up. One pupil starts in the middle of the circle. This pupil must call any other pupil's name and try to tag them before they call someone else's name. Once a pupil's name is called they need to call someone else before the tagger reaches them and tags their hands. The tagger has until the pupil completely finishes calling another pupil's name to tag them. If a pupil is tagged, they must run around the outside of the circle as quickly as possible and enter the centre of the circle to take the place of the tagger.



Variations

- Increase or decrease the size of the circle depending on difficulty.
- Include surnames or a phrase to make it easier for the tagger, e.g. 'I choose John Murphy to be on instead of me'.

Equipment

An open playing area

 Ensure pupils tag gently and safely, and encourage pupils to keep their hands up and out in front of their body as an easy target for the tagger.



- Ensure there is plenty of space to play the activity.
- Pause the activity at intervals to focus on the teaching points for running in the lesson. Invite a pupil to demonstrate correct technique, allow pupils to practise in isolation and then return to the activity. Provide feedback to individuals while they are running during the activity.



Fast reactions are an important part of this game. Research and play two reaction games at home with a friend.



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