



Description of Activity

Set out a large playing area using cones with a small square in the centre. Arrange pupils into four teams. Invite one team to wear bibs and to act as the catchers. On a signal, all pupils begin to skip around the area, keeping outside the centre square. Catchers also skip around the playing area, trying to tag the free pupils. Pupils who are tagged must stand in the square and can only be freed if a free pupil touches their hand. Each team gets a turn to chase for one minute and tries to catch as many pupils as possible. When the time is up in each game, everyone freezes and the number of tagged pupils left in the square is counted. The team with the highest number of tagged pupils wins.



Variations

- Vary the locomotor skill used to move, e.g. running only, side stepping only, etc.
- When tagged and placed in the catcher's square, invite the pupil to perform a static balance until they are released.
- Vary the number of catchers to increase or reduce difficulty.

Equipment

An open playing area, cones, bibs



- Discuss the rules and safety associated with tagging before the activity.
- After all pupils have taken a turn as the catchers, pause the activity and give the pupils some time to discuss tactics on how best to excel in the activity.



- Design your own tagging activity, and write the instructions for it in your PE journal.



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