



ATHLETICS



GAMES



OUTDOOR &  
ADVENTURE

## Description of Activity

Use cones to set up a large defined playing area. Invite four pupils to be the taggers who each wear a different coloured bib. All remaining pupils find a space in the area and try to evade the taggers. When a pupil is tagged they put on (tuck in) a bib of the same colour worn by the person who has tagged them. Then they assist their group by tagging as many free pupils as possible. The tagging group with the most members at the end of the activity is the winner.



## Variations

- Vary the locomotor skill used to move around the area.
- Invite pupils to join hands with their tagger.
- Instead of putting on a bib, a corner of the area could be allocated to each tagger and when a pupil is caught they must proceed to their tagger's corner. The tagger with the most pupils in their corner wins.

## Equipment

An open playing area, bibs



- **Pause the activity at intervals to focus on the specific 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 perform the running action during the activity.**
- **Ensure pupils tag safely with soft hands, to the trunk of the body, without grabbing or holding on.**



- **Teach the teaching points of running that you learned today to a family member or friend.**



ceathrar tóraithe • saor • bibeanna • rith i ndiaidh