

ZOOKEEPER

Mark off two goals approximately 50 feet (15 meters) apart. Between the goals, off to one side, have a ten-foot square for the zoo.

Choose one player to be the zookeeper and have them stand in the center of the play area.

Secretly give each player an animal name to be called. More than one person can have the same name.

While the hunter is in the center of the play field he is to call out an animal name. He will call out animal names one by one until he finds one that is in the group. Once a player's animal name is called they are to run across the opposite goal line and then return.

When the zookeeper sees this he is to run to the zoo, get his net, and return to center area to try and tag the running animal. The net can be something soft like a piece of foam or soft rubber item.

Any animals tagged are taken to the zoo and sit until all players / animals have been called.

TAG ATTACK



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STING TAG

IT is the wasp. Players run around and try to avoid being stung.

Wherever IT tags you, that part of your body goes numb. For example, if you are touched on the leg, you can't use your leg.

Play continues until players can't move. The first player that can't move becomes the new IT.

TELEVISION TAG

One person is chosen as IT. The rest of the players run in the play area, attempting not to be tagged.

If IT gets too close, they can go down on one knee and name something on TV such as a cartoon character, television show, etc. The player may only hold this "safe" position for the count of ten and then start running again. Tagged players are out.

The remaining person becomes IT for the next game.

VARIATION: You can change this from television to a themed game of your choice.

AMOEBIA TAG

IT chases players until someone is tagged.

Once tagged, that player joins hands with IT. They run together and chase people. The next person they catch links hands with the chain.

Once four people are caught, they can either stay together or split into two groups. As more people are caught, they can stay together or split apart into even numbered groups at will.

Play until all are caught.

ANIMAL TAG

You need at least ten players playing including a caller.

All the players must first line up in front of the caller, and the caller whispers an animal name to each player that they will be in the game. Once all the names are given out, the caller gives them ten seconds to run around. Afterwards, the caller starts calling animals out.

When the caller calls an animal, that person has to run from everyone and all the other players have to tag that person to get him or her out, but the caller doesn't have to wait until the person is out to call the next animal. The caller can call another animal before or after the person is tagged, it's up to the caller.

This goes on until there are only two players left. The remaining players must go to a designated area with boundaries to do sudden death. They do the same thing, but this time they are not allowed to step out of the boundaries.

If they are tagged, they are out and the last one standing is the winner. The winner will be the caller in the next game.

TAG ATTACK

Tag is a fun game with little or no equipment needed. There's not just one version of tag, which is why this little book is here. These are only a few of the tag games you might want to play.

Remember to read all the rules before you start. Share them with your fellow players and adjust the rules if necessary. Tag is a lot more fun if everyone knows what to do.

Stretching your muscles before you play will help minimize injury.

Keep lots of water nearby to make sure you don't get dehydrated.

Most of all, have fun.

BACKWARDS TAG

Everyone chooses one person to be IT.

IT gets a five second head start, then everyone who is not IT chases after IT.

Once IT is tagged, the person that tagged him becomes the new IT and everyone chases after him.

BELLY DOUBLE CIRCLE TAG

Choose one player to be the runner and one player to be the chaser.

All other players lie in a big circle in groups of two. The players lay side-by-side with a space between each pair of players big enough for another person to lie down easily. The players lie with their heads facing the center of the circle and lying on their bellies.

On "go," the chaser will try to tag the runner.

The runner will run on the outside of the circle and try to find a space to lie down next to one set of players. The player on the opposite side of that group will have to get up and start running from the chaser.

If the runner is tagged then they are to turn around and chase the chaser. The new runner finds a spot to lie down and the player on the opposite side will start running because they are the new runner.

TOILET TAG

One person is chosen to be IT.

Players run between two different safety areas. If tagged they have to go down on one knee and have one arm up. The arm should be displayed so that the elbow is bent and wrist is bent above the elbow. They are to stay in that position until someone else frees them.

To be freed, another player has to sit on their knee and push their hand down as if they were flushing a toilet. The tagged player must also make the sound of a toilet flushing while doing this. If the sitter is caught that person is also a toilet and the toilet becomes IT.

ZOMBIE

Pick one person to be the "Zombie", that player will not be given a balloon. All other players will be given one balloon with a piece of string to tie around their waist.

Once the balloon is tied on, players must position the balloon to be in the middle of their back clearly exposed. Players are given a 45 second head start to hide from the Zombie. The Zombie is released to go and make other Zombies by popping other balloons. Once a player's balloon is popped (either by accidentally or by a Zombie) they become a Zombie and begin to pop other player's balloons as well.

The game is timed and at the end when the allotted time is complete, any non-Zombies will be declared the winner.

SHADOW TAG

This is best played late in the afternoon or early evening, when the shadows are long. IT tags players by stepping on their shadows. If a player gets tagged, they become the new IT.

SNAKE TAG

Start out with three to four in a group. Try to get as many groups as possible and choose one player to be IT.

Members of each group attach together by holding onto the waist of the person in front of them to form a snake. The person in front is the head and the person in back is the tail.

To start, IT must catch the tail of one of the snakes and attach to it. If he is successful, the head must come off and he is now IT. You twist and turn your snake to keep from losing your head.

STICKER TAG

Each player is given an equal amount of stickers. A time is set.

Players attempt to put their stickers on other players. The player with the least amount of stickers wins. Players are not allowed to put stickers on one individual consecutively. They also cannot remove stickers from themselves and put them on another.

PIZZA SHOP

Two people (pizza makers) stand in the middle of the gym and the rest of the players stand behind a line at one end of the gym.

The leader goes down the line informing them what topping they are by saying pepperoni, mushroom, ham, etc.

The pizza makers are to call out one topping and those toppings are to run across the gym past the safe line. If they're tagged they must stop where there at and sit down. They try to tag anyone that passes them during the game.

Do this until there are only two people remain in the game. They are the new pizza makers.

SAVE TOM THE TURKEY

Make a large circle with chalk and place the ball in the center. If played in the grass use rope to make a circle or rubber yard hose. Pick one person to be IT. IT stands in the center of the circle counting to 30, with eyes closed, while the other players hide.

Once IT has finished counting, they leave the circle trying to find hidden players and attempting to tag them. If they are tagged they must freeze in that position. Other players will try to reach the circle and kick out the ball (TOM).

If Tom is kicked out, that player will be awarded the letter T and shouts T. The game will start over again. Players will unfreeze and hide while IT once again counts to 30. If same player kicks it out again they are awarded an O and shouts O. The player that kicks out the ball three times will shout TOM and have won the game.

If the IT person tags all hiding players before someone kicks out TOM, IT is the winner.

HULA HOOP TAG

Pick 2-4 players to roll hula hoops that will be positioned across both sides of the play area or gym floor. Have the rest of the players line up across the width of the gym floor.

Players will run from one end of the gym floor to the other trying not to touch or be tagged by the rolling hula hoops from the players on the side of the play area.

As players are tagged they will join the rollers on the sides with additional hula hoops to tag existing runners.

JAPANESE TAG

The person who is tagged becomes IT and must place his right hand on the spot where he has been touched, whether it is on his arm, his chest, his back, his ankle, etc.

He must chase the other players in that position until he has tagged a new person to be IT.

OCTOPUS TAG

Set up a rectangular area that provides room to run. Pick one player to be the octopus. The octopus stands in the middle of the area. The other players are fish. The fish form a line at one of the short ends of the rectangle.

The Octopus says, "Little fish, little fish, swimming in the sea; who thinks they can swim past me?" When the octopus finishes the rhyme, the fish run to the opposite side of the playing area, trying not to be tagged by the octopus (they must stay within the boundaries, and they stop when they get to the end of the playing field). The octopus tries to tag the fish as they move past, but CANNOT move her feet. She can stretch and reach.

BLIND SQUIRT

Choose someone to be the shooter (squirt gun needed) and blindfold them so that they cannot see. Set up a circle with rope or hoses as boundaries. Place the shooter in the middle of a circle of players. You can spin the shooter around a few times if you wish.

To start, have the shooter try to shoot the players in the circle. If a player is shot they are out of the game. Players try and get others out by standing behind someone and saying something.

Not only will players move around a lot, but they have to watch their backs from other devious players.

The last player to be shot without leaving the circle is the winner and the new shooter.

BLOB TAG

Start this tag game with two people as the blob. They have to lock their arms together and cannot come apart.

Once the blob tags someone, they become part of the blob and add to the end. The blob becomes bigger and bigger. Only the ends of the blob can tag someone, so players can run through the blob, without getting tagged.

CAGED LION

A player is selected to be the "lion" and takes a position on his hands and knees inside a 10 foot square.

Other players tease the lion by standing in the cage area or running through it. The lion tries to tag any of the players. Anyone who is tagged by the lion trades places with him.

CORNER CORNER ("KO NA KO NA" - PAKISTANI)

Mark off four corners of a square in a play area. A chalked off area would be helpful on blacktop/sidewalk.

One player stands in the middle (IT). The other 2-4 players each stand in one different corners.

The object is for the corner players to communicate which two players will switch positions without being tagged by the player in the middle.

If a player is tagged, that player takes the middle spot.

DRAGON TAG

Players stand in a line. They put their hands on the hips of the player in front of them forming one long dragon.

The player in the front is the head of the dragon, the player at the back is its tail. The head tries to catch the tail and the tail end tries not to be caught.

If the head catches the tail, the head links onto the tail and the next person in line becomes the new head of the dragon.

Play continues until all players have had a chance to be the head and the tail.

CHARIOT WAR

Players are divided into groups of three. Two of the players link arms and become the “horses.” The third player is the chariot driver and holds onto the horses by their belts.

Each driver has a rag tucked under his belt in back and should come out easily if pulled.

The teams are lined up, backs to the wall, around the room. On “go,” each team tries to steal as many tails as possible without losing its own.

When a team loses its tail, it is out of the game. Only a “horse” may grab a tail.

The team that keeps its tail receives 25 points and 5 points are given each stolen tail.

CLOTHESPIN TAG

Mark off a play area of at least 40 foot square by putting rope on the ground. All players receive five clothespins, pinned the back of their shirts. Have them all spread out around the edge of the rope before starting.

The object is to try to capture clothespins from someone else’s back without loosing yours. If you capture a clothespin you are to go down on one knee while pinning it on your back. While you are on one knee, no one can take a clothespin from you. If you go out of bounds you loose a clothespin.

There is no pushing and you can only touch clothespins, no touching or pulling clothes or the body. Any violators lose one clothespin to the victim.

The person with the most clothespins in the allotted time wins. You can also play teams and the team with the most is the winner.

ELBOW TAG

Players group themselves into groups of three leaving one player out as IT.

Players link arms at the elbow. IT touches one group of three to begin play. Those three players must now break apart as IT tries to tag one of them.

In order to be safe, a player must run to another group of three players and link arms to one of the sides. The person on the opposite side of the group must unlink and run. They in turn must attempt to link with another group of three before they are tagged.

If IT successfully tags a player, they become the new IT.

FOX HUNTS SQUIRREL

You need players to be trees, players to be squirrels (half of tree total plus a few) and a few players to be the foxes.

For a group of 22, assign 12 kids be trees. Each of those players will pair up with another to be one tree, which will give you 6 trees. There will be 8 squirrels. This is to create the problem of not enough trees for all the squirrels. There are also two foxes to catch those loose squirrels. For a group of 40, have 22 kids be trees giving you 11 trees, 14 squirrels and 4 foxes.

The trees go out into the play area first. Two people become a tree by standing face-to-face and holding hands with arms raised over their heads.

Once the trees are into position you send out the squirrels to find a home. A squirrel must stand underneath the raised arms to be in a tree. If a squirrel has no home he goes to another squirrel’s home, tapping them on the shoulder. That squirrel must leave his home out the other side of the tree and find a new home. Give the squirrels a few minutes of establishing a cycle of tree swapping.

The fish that are tagged join hands with the octopus and become tentacles. Again, the octopus recites the rhyme. The fish run toward the opposite side. If the octopus has no tentacles, the octopus continues to try to tag the fish.

When the octopus has one tentacle, both the octopus and the tentacle use their free hand to try to tag fish. When there are 2 or more tentacles, only the tentacles on the ends can tag. The octopus still keeps her feet in place, but the tentacles can move their feet.

Fish cannot “swim” through or under the joined hands of the octopus and tentacles. Play until only one fish is left. This person becomes the octopus for the next round.

VARIATION: The octopus can move freely through the game area. Instead of forming a line, the tagged fish freeze in the place where they were tagged. All tentacles can use both hands to tag, but cannot move from the place they were tagged.

POISON COOKIE

Make cookies out of 2-inch foam, 12 inches in diameter. Color four cookies yellow and four red. You can use colored tape around the circumference or spray paint the cookies.

Divide into two teams on opposite sides of the play field. You may use bandannas or flags to identify the two teams. Each team gets one color.

The object is to hit members of the other team by kicking the cookies at their legs. Anyone hit by a cookie from the opposite team is out of the game. When one team has been completely eliminated, they lose.

Once this has been done, send in the foxes and they are to tag any loose squirrels. Those squirrels tagged are to sit out of the game.

After a few squirrels are tagged, start taking away one or two trees. (Have someone come in with a chain saw to remove the trees—they will notice that this is changing the squirrel’s habitat.)

After the kids have played once let them choose what they would like to be. You’ll find most players will want to be squirrels and foxes, and few will be trees if any at all. Play out the game and then talk about it.

FREEZE TAG

IT chases the players. Once tagged, a player must remain motionless until another player can touch them in order to “unfreeze” them. Play continues until all players are frozen or exhausted.

HEADS OR TAILS

Have the players divide into two teams. Label one team HEADS and the other TAILS.

Lay out two centerlines that are parallel to each other and three feet apart. Then set up two boundary lines about 20 feet from the centerlines for each team to cross for their safe zone. Use hoses or rope if outdoors and tape if indoors.

To start, make teams stand with their backs toward each other at the centerlines. Toss the coin into the air. Once the coin has landed on the ground call out if it’s heads or tails. If it was tails, the TAILS team must run to their safe zone. The HEADS team will turn around and try to tag the TAILS team before they reach their safe zone.

After each toss and chase, players are to return to the centerline, except tagged players—they are out of the game. You play until one team has captured everyone on the opposite team and that team is the winner.