

The PE Shed



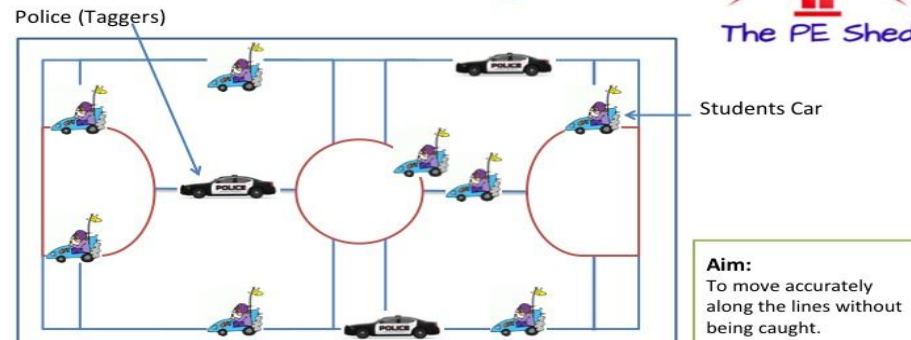
Warm Up Game: Line Tag

Recommended Age Range: Foundation - Grade 5

Focus: Movement and coordination

Equipment	Setting Up	Description	Further opportunities
Marked lines	Select 1-3 taggers	<p>Students (Cars) move around along the marked lines (Roads) in the playing area.</p> <p>Taggers (Police) wear blue bibs (pinnies) and have to chase the cars along the lines.</p> <p>If a car is tagged by the police or the car falls off the roads, then they are caught and must sit down where they committed the crime.</p> <p>Caught cars become a roadblock, preventing other cars from getting past (except Police who have special powers).</p> <p>To be freed, another car must touch the roadblock on the head and this allows them back into the game.</p>	<p>Differentiation</p> <p>Easier:</p> <ul style="list-style-type: none"> - Reduce taggers - Allow cars to jump lines. <p>Harder:</p> <ul style="list-style-type: none"> - Increase taggers <p>Variations</p> <ul style="list-style-type: none"> - Change the movement activity - Reversing (move backwards), Jumping, Hopping etc. - Introduce equipment: Dribbling - Football, Basketball, Hockey etc.

Line Tag



Aim:
To move accurately along the lines without being caught.

Rules:

- Students (Cars) move around along the marked lines (Roads) in the playing area.
- Taggers (Police) wear blue bibs (pinnies) and have to chase the cars along the lines.
- If a car is tagged by the police or the car falls off the roads, then they are caught and must sit down where they committed the crime.
- Caught cars become a roadblock, preventing other cars from getting past (except Police who have special powers).
- To be freed, another car must touch the roadblock on the head and this allows them back into the game.