

# The PE Shed



**Tag Game:** Chain Tag

**Recommended Age Range:** Foundation - Grade 8

**Focus:** Movement, agility, coordination, teamwork and spatial awareness.

Equipment	Setting Up	Description	Further opportunities
<p>No Equipment needed.</p> <p>Cones/Spots - If you need to mark out a square or rectangle as a playing area with cones/spots</p>	<p>This can be played in any indoor or outdoor area.</p> <p>Set a limit on the size of the area.</p> <p>If you are playing outside, create an area using cones/spots.</p> <p>Select 1-2 chain taggers</p>	<p>Students are allowed to move around the playing area and have to stay away from the chain taggers.</p> <p>If a chain tagger tags a student, then they join the chain by holding their hands. Every student that gets tagged joins the chain.</p> <p>If the chain breaks, other students cannot be caught.</p> <p>The game continues until all students are caught.</p>	<p><b>Differentiation</b></p> <p>Easier:</p> <ul style="list-style-type: none"> <li>- Reduce number of taggers</li> </ul> <p>Harder:</p> <ul style="list-style-type: none"> <li>- Increase number of taggers</li> <li>- Reduce playing area</li> </ul> <p><b>Variations</b></p> <ul style="list-style-type: none"> <li>- Non taggers can only use specific movements (Jumps, Hops, Skips etc.)</li> <li>- Non-taggers dribble a basketball/football etc.</li> <li>- Team chain tag. Select 2 chain taggers - see which chain can catch the most.</li> </ul>

## Chain Tag

**Lesson objective:**  
To improve movement and teamwork skills

**How to play:**

- Start the game by selecting 1-2 chain taggers.
- The taggers task is to tag all of the non-taggers.
- Each time a student is tagged, they join the chain by holding hands.
- If the chain breaks, students cannot be caught. The chain must rejoin before tagging.
- The game is finished once all students are caught.
- Chain taggers may create their own mini chain before joining both chains together as one big chain.