

The PE Shed



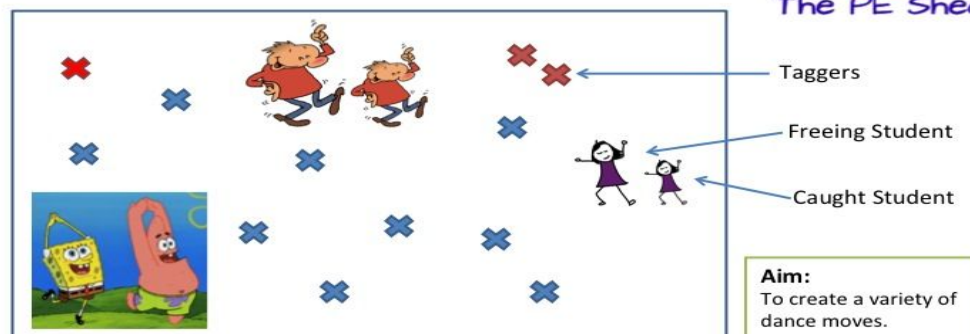
Warm Up Game: Dance Tag

Recommended Age Range: Foundation - Grade 8

Focus: Movement, coordination, creativity and fun.

Equipment	Setting Up	Description	Further opportunities
Audio (not essential)	<p>Select 1-3 taggers</p> <p>Set up the audio system to play varied music.</p>	<p>Taggers aim to catch all of the students.</p> <p>If a student is caught, they have to stop and create a dance move. They keep repeating the dance move until a peer comes to save them.</p> <p>To be freed, a peer must mirror or copy the dance move for 5 seconds. They are then free to rejoin the game.</p> <p>Students cannot repeat a dance and must create a different dance move if they are caught again.</p>	<p>Differentiation</p> <p>Easier:</p> <ul style="list-style-type: none"> - Reduce taggers <p>Harder:</p> <ul style="list-style-type: none"> - Increase taggers - Increase complexity of dance move requirements (for example the dance move must go from low to high movements) <p>Variations</p> <ul style="list-style-type: none"> - Dance Crew: When a player is caught, 3 other peers must come and join the dance crew before they are freed.

Dance Tag



Rules:

- Taggers aim to catch all of the students.
- If a student is caught, they have to stop and create a dance move.
- They keep repeating the dance move until a peer comes to save them.
- To be freed, a peer must mirror or copy the dance move for 5 seconds. They are then free to rejoin the game.
- Students cannot repeat a dance and must create a different dance move if they are caught again.