**Fish in the net**

3 players form the net by holding hands. They catch others by surrounding them. Caught players join the net and the game continues. (Play with 6 or more.)

**What to do**
- Establish boundaries.
- Nominate 3 players to be the net. Other players disperse. Start the game on a signal.

**Safety**
- If indoors, boundaries should be away from walls or freestanding objects.
- Players should be familiar with space and player awareness activities such as *All-in tag* and *Look out for others!*

**Change it**
- Vary the size of the playing area.
- Vary the methods of locomotion.
- Larger groups – start with two or more 3-person nets.
- Free players – pair off and have to evade the net by running in pairs.

**LEARNING INTENTION**
These activities develop spatial awareness and locomotion skills. Students practise dodging and running whilst building awareness of the space they are moving in and the people that are moving around them.

**Hospital tag**

A nominated player tags any other player. The tagged player becomes the new tagger but has to hold the part of the body that was tagged. (Play with 6 or more.)

**What to do**
- Establish boundaries.
- Nominate a player to be the tagger – disperse the other players over the playing area.
- Start the activity with jogging.

**Safety**
- If indoors, boundaries should be away from walls or freestanding objects.
- Players should be familiar with space and player awareness activities such as *All-in tag* and *Look out for others!*
- Encourage players holding a body part to be on the lookout for other players.

**Change it**
- Every player has to mirror the tagger who is holding a body part (i.e. hold the same body part as the tagger). Players will have to be extra alert because everyone else looks like a tagger!