Partner tag

Players are paired off. On a signal, one player, the tagger, tries to tag the other player. At the same time, all the other pairs are doing the same thing – taggers are trying to tag their partners.

**Setting up**
- Form pairs, see *Form a group*.
- Allow the players to decide which partner is the tagger.

**Playing**
- The tagger counts to 5 to give the other player time to get away.
- If space is restricted, or on the first occasion, restrict movement to a fast shuffle (2 feet on the ground or pretty close to it).
- When a person is tagged, roles swap – don’t forget the count to 5.

**Change it**
- Vary the locomotion.
- Change partners.
- Add a challenge – e.g. the player being chased could try to run to each boundary line before being tagged (boundaries should be away from walls).

**Learning intention**
*Partner tag* can be used as a warm up game to develop spatial awareness and locomotor movement skills.

**Equalise players** – e.g. long walking steps followed by knee to chest could be used to restrict the mobility of players.

**Safety**
- Choose an area away from walls and other obstructions.
- Other player awareness is very important; see *All-in tag* and *Look out for others!* which might be played first.
- If performed in a pool, the activity should not come within one metre of a wall – call ‘STOP’ if necessary.

*Content descriptions*

**Skill focus**
- Locomotor movement

*Tagging*

**Academic subjects**
- ACMPS025
- ACMPS043