

Band Aid Tag

Group Size: 10-50

Age Group: K-5th grades

Length of Activity: 5 minutes

Developmental Goal: To develop eye-hand coordination

Skills Practiced: Evasion, running, safe tagging and agility

Equipment Needed: None

Set Up: Designate a clear playing area. Designate a ‘hospital’ outside the play area

Before You Start:

- Demonstrate safe tagging:
 - Light touch, like a butterfly wings, on the shoulder.
 - Unsafe tags: hard contact that might cause the person being tagged to fall.
- Review what to do when you get tagged
- Make sure students know where the hospital is and how to be fixed.

How to Play:

- Ask for a volunteer to be “it”.
- If a student is tagged, s/he must take one hand and put it directly on the place where they were tagged. The hand is a “band aid”.
- S/he can continue to run around and avoid being tagged but they must keep their ‘band aid’ on, now s/he only has one free hand.
- If s/he is tagged again, s/he must take the other hand and place it on the second spot where s/he tagged. S/he can still continue to run around with both “band aids” on.
- If s/he is tagged a third time, s/he has to go to the ‘hospital’ and do ten jumping jacks to get back in.

Variation(s):

- Students can be “treated” at the hospital by counting to 20 and then return to the game without any “band aids”.
- Students can go to the hospital at any time to remove any band-aids. They do not have to wait until they are tagged the second or third time.

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