



Touch tag

A tagging game played mainly in the UK and other commonwealth countries.

Age: 11+

Players: At least two and as many as you like.

Pitch: A large indoor or outdoor playing space. A 'home' area is marked at either end with a line across the width of the playing space.

Time: Unlimited.

Rules: One or two players are identified as the 'taggers'.

The taggers stand in the middle of the playing space and shout 'Tag' to begin the game.

All remaining players stand at one end of the playing space – 'home' base.

The aim of the game is to run from one end of the playing space to the other without being 'tagged' by the tagger(s).

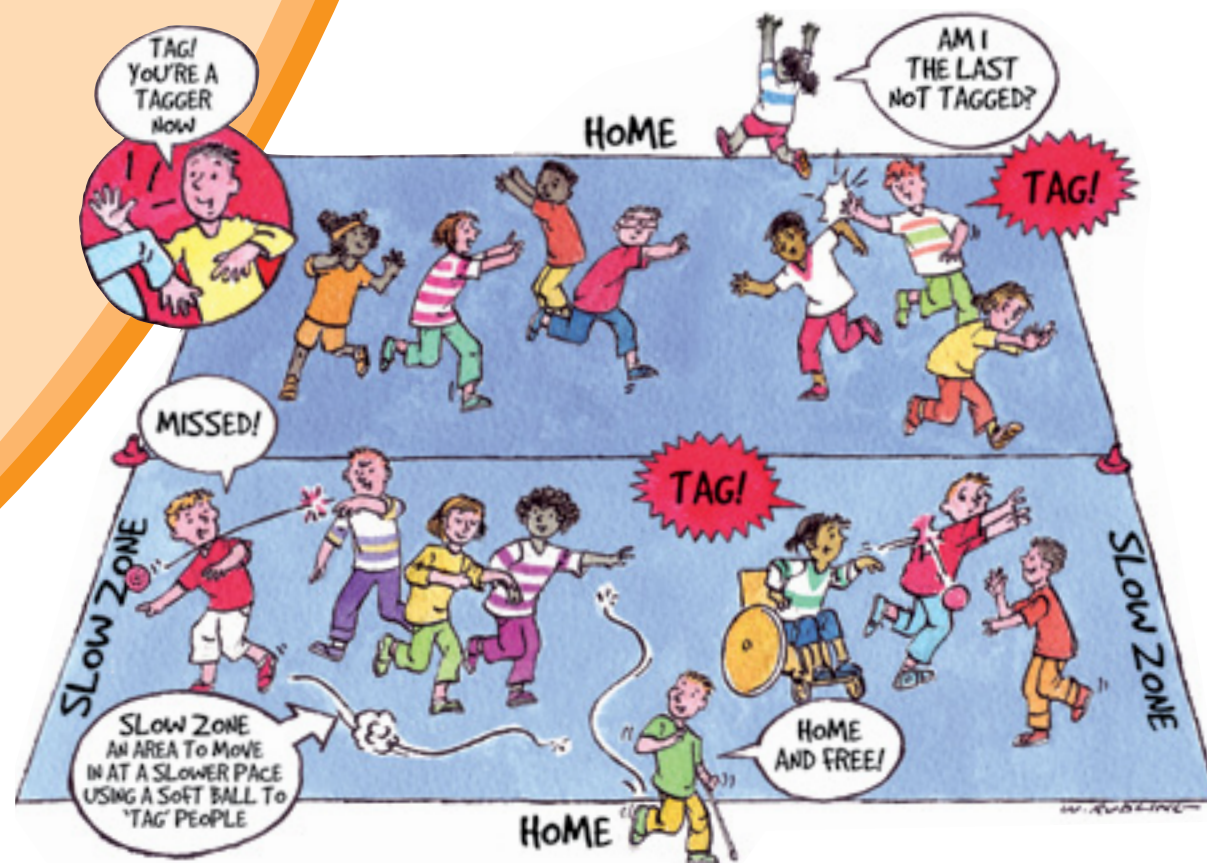
When a player is caught they become a tagger.

The winner is the last player or players still 'free'.

A game consists of a number of rounds with different taggers each time.

Safety

- Enough space for the players to move with ease.
- 'Tag' between shoulder and waist.



Adaptations and variations

Easier

- **Space:** Reduce the playing space.
- **Task:** NA
- **Equipment:** NA.
- **People:** Increase the number of taggers to start with.

Harder

- **Space:** Increase the playing space.
- **Task:** NA
- **Equipment:** NA
- **People:** One tagger to start the game.

Skills developed

- Coordination
- Flexibility
- Agility

This activity can be used as

- A warm-up
- A game

Who could use this card?

- Teachers
- Young leaders
- Sports coaches
- Community leaders
- Parents

