

Tag

Below are many different forms of tag all with the basics in common. For all games it is essential that the boys know the area that they will be playing in and that this area is cleared and there are no tripping hazards.

Blob Tag

Have the group line up on one side of the playing area. Object of the game is for participants to get from one side to the other without getting tagged. The person who is selected to be it is in the middle and is called the blob. When a call is made all boys will try to get across to the other side. If boys are caught then they must join the Blob in the middle by holding hands. The game is repeated until there is only one person who is not the blob, they are the winner. Sometimes it is more feasible if the Blob breaks off into smaller Blobs of around three boys.

Clam Free

First of all select a clam digger or 2 depending on the size of group; these clam diggers are IT. Everyone else is a clam. If a clam is tagged they must stand still where they are tagged, the only way for them to be freed is for two other clams to link arms around them and say "clam free". The game runs until all boys are stuck or a time limit is placed on the game. Deciding on the winner of the game depends on the size of the group. The best way is usually to say if there are less than half of the clams free then the diggers win and if there is more than half running free then the clams win.

Clothespin Tag

Before the game starts all boys will be asked to close their eyes and hold out their hands and one of them will be given a clothes peg; they will not make it known to the others that they are the one with the peg. The game then starts with all of the boys running around, the boy with the peg must try and attach it to another of the boys by their clothing. Once this has happened the new boy with the peg has to try and move the peg on again; after a set period of time a whistle is blown and the game stops and the boy with the peg has to sit down. The game will carry on until there is only one boy remaining – he is the winner.

Dizzy Izzys

This is a standard tag game only with a twist. One person is IT and the rest of the boys must run away. When someone is caught they must spin around 3 times before they can go off and try to catch anyone else.

BODY 
fit for fun



No maximum number
depending on adequate
supervision



See individual games



Watch for polished floors,
trip hazards and boys
bumping in to each other

Sardines

The person who is 'it' goes off and hides while the rest of the group covers their eyes and counts to 50. They then go off and try to find the person who was hiding. When they find them they must quietly try and hide in the same place as them; this process will then go on until only one person remains not hiding.

Triangle tag

Arrange boys into groups of four. Choose one person in every group to be IT for that group. The other three individuals link hands to form a triangle. The people who are IT from each group gather away from the triangles. The triangles will choose one person to be chased. When the IT returns to the group, the triangle must spin to try and protect the person being chased. The triangle must stay as one throughout the game. If the person is tagged then they become IT and their place is taken by the previous IT. The game then starts over with a new person being chased.

Heads and Tails

The boys will choose individually if they want to be a head or a tail. They must show their decision by putting their hands on their head or behind their back. A coin is then tossed and the outcome of the coin toss is shouted out and the people who chose that side of the coin are IT.

Fly Swat

Equipment:

- Foam 'bopper' (soft and flexible) (50cm length of foam pipe insulation 30mm diameter)

The fly swatter is IT and they have the foam bopper; the rest of the boys are flies. The Swatter has to chase the flies and hit them with the foam bopper. When a fly is hit they must sit out; the winner is the last remaining fly.