

# Turtle Tag

## Warm-Up PE Games

Equipment: 3 short green noodles

Description:

- 3 students are it and are given noodles.
- If a student is tagged, they must lie down on their back and stick both hands and both feet straight up in the air (they are a turtle flipped on its shell).
- To be saved, a turtle must be gently spun around by legs then the student can get up and rejoin the game.
- For a turtle to be on base they must lay down tucked in (they are turtle in its shell)
- Change taggers every few minutes to change the game dynamic.

# Hornet Tag

## Warm-Up PE Games

Equipment: 5 short green noodles

Description:

- 5 students are it and are given noodles.
- If a student is tagged, they must perform an activity before they can rejoin the group. Ex. 10 Jumping Jacks
- Once the tagger tag someone they must throw up their noodle and allow someone else to pick it up.
- If another student picks it up, they're it.

**Gotcha Tag** - Everyone begins with a scarf tucked in at the waist (preferably in the back or side only). On go everyone tries to grab another's scarf, yell gotcha, and throw it on the ground.

Once you lose your scarf, tuck it back in and resume play. The scarf must have 1/2 exposure.

**Variation #1 - Continuous Gotcha** - Instead of throwing the scarf down after stealing, simply keep it, tuck it, in and continue - collect as many as possible. If you loose yours...keep playing and grab another from someone.

***Jake the Snake***- Using a sock with a bean bag in it attached to a rope, all students are in a circle. Teacher is in the middle of the circle with the rope. Teacher swings it around on the floor making the students jump over it, to not get tagged. If tagged they must go out of the circle and perform a task such as 10 jumping jacks, 5 pushups and 50 high knees then they are back in the game.

\* **Superhero tag**(3 noodles, 3 Villains (taggers) if you get tagged, you must sit down and the two superheroes you pick prior to the start of the game and tag them back in. At the end of play you ask the villains who were the superheros. Change taggers and superheroes about every 2 minutes.

**\*Yoshi-**

**Equipment:** Pinnies, 4 mats

**Game Description:** In the PE strategy game Yoshi, teams attempt to be the first to get all of their players on the opposite island. Similar strategy to that of Capture The Flag, this game requires some thinking, timing, and teamwork to get everyone over first without getting caught. It's a tag-based game with different variables to consider. Very, very enjoyable game.

1. Place exercise mats down on opposite ends of the gym. Two on each side together.
2. Create two teams, one on each half of the gym.
3. Players will attempt to be the first team to get all of their players onto the mat on the opposite side.
4. Players can get tagged when in the opposite teams half, so this is where they need to be careful! If tagged, players sit where tagged.
5. Sitting players can be 'saved' by teammates who safely and successfully get to them without themselves getting tagged. When saved, both get a free walk back to their side.
6. Players can leave the mat to save someone they see sitting, however, then must take the free walk back to their side.
7. First team with all players on the mat wins. Start a new round!

**KABOOM!**

- Write various activities or numbers on clothespins. If you write numbers, you need a cheat sheet for the different exercises for each group. Write KABOOM on some of the pins.
- Have each pair of students (or groups one at a time) chooses a pin from a basket. The student takes the pin back to their group and all perform the activity. If successful, the student attaches the pin to one of their shirts. If the student draws a KABOOM pin, then the student must give up all of the pins earned.
- At the end of the activity time, whoever has the most pins wins.

**Dome Cone Tag**

- Place dome cones all around the play area.
- Everyone is it and everyone can get tagged.
- At the word go, everyone tries to slide the dome cone on the floor tagging another person's foot.
- If your foot gets tagged then you must perform a exercise task before you get back in. Ex. 5 jumping jacks.