

Band-Aid Tag



**LARGE
GROUP
(10 AND
UP)**



**GRADES
1-2**



NONE



**UNDER
10
MINUTES**

Development Goal

To develop eye-hand coordination

Before You Start

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

Set Up

Designate a clear playing area using cones or sidewalk chalk to mark clear boundaries. Designate a *hospital* outside the play area using visible boundaries.

How to Play

- In this game, every player is *it* and can both tag others and be tagged.
- If a player is tagged, that player must take one hand and put it directly on the place where they were tagged. The hand is a *bandaid*.
- After being tagged once, players continue to run around, avoid being tagged and attempt to tag others, but they must keep their *bandaid* on and therefore only has one free hand.
- If a player is tagged again, they must take the other hand and place it on the second spot where tagged. The player can still continue to run around with both *bandaid* on.
- If any player is tagged a third time, they have to go to the *hospital* and do five jumping jacks (or another per-determined action) to get back in.

Variations

- Players can be *treated* at the hospital by counting to 20 and then return to the game without any *bandaids*.
- Players can go to the hospital at any time to remove any *bandaids*. They do not have to wait until they are tagged the second or third time.
- Allow players to *heal* themselves by stepping anywhere outside the boundaries to do the jumping jacks or other action.
- Vary the speed of the game by having all player use different footwork, such as move *like you are walking through glue*, *like you are creating static electricity*, or *like you are a bunny*.

