Catch-All Tag

Impact:	Challenges participants to use smarts and speed to dodge an ever-growing line of people
Risk:	Medium
Group Size:	Unlimited
Time Required:	10 to 20 minutes
Materials:	None

Directions:

Define the physical area in which players will participate in the game. (Size of playing area varies according to the number of participants. A group of 20 would need a space about 100 feet by 100 feet.) Then designate someone as "It." He or she must try to tag other players by running after them within the game boundary and tapping them. If "It" forces a player to step out of the game boundary, that person is also considered tagged. Whenever anyone is tagged, he or she joins hands with "It" and becomes a chaser. However, only the "Its" at the two ends of the chain can tag people.

Discussion:

- As the "It" chain became longer, what happened? If you were part of the chain, did it become more difficult to tag the remaining players?

- If things did get more difficult as the game progressed, what did members of the chain do to try to succeed? Did you find that you needed to communicate more with one another or coordinate your actions in specific ways?

Options:

- Play the game in pairs. Each runner, as well as the first "It," must hold hands with another person. If a pair of runners break hands, they must join the "It" chain.

- When the "It" chain reaches a certain size (for example, 20 people), it is allowed to break into two smaller chains.

- Start the game with an entire team as the "It" chain.