

Chain Tag Version 1:

There is one tagger, and he/she is trying to tag people and if he/she tags a person, they link arms. If four people have linked arms, they separate into two groups. You are not allowed to let go of each others arms unless you are separating into groups.

Chain Tag Version 2:

There is one tagger, and he/she is trying to tag people and if he/she tags a person, they link arms. You are not allowed to let go of each others arms. In the end, you will form a giant line of people! The game won't end until everyone is tagged.

Toilet Tag:

There is one tagger, and he/she is trying to tag people. If he/she tags a person, they stop, kneel down with one knee up, and stick one hand up, and make a fist. To get untagged, someone has to sit on your knee and gently pull your hand. Then you are untagged! The aim is to get everyone tagged. You are not allowed to move when you are tagged.

Stuck in the Mud:

There is one tagger, and he/she is trying to tag people and if he/she tags a person, he/she freezes, and open your legs in a triangular shape. To get out, someone has to crawl under your legs. The game ends when everyone is tagged. You can't move when you are tagged.

Hide & Seek:

In our version, we will be split into two teams and one will hide, and one will seek. The seekers will have to try and find the hiders, and when you are caught, you are a seeker. No moving after you find a hiding spot!

Shadow Tag:

There is one tagger, and he has to make others "it" by stepping on their shadows. No going in the shade, otherwise it won't work! We can only play this if it is a sunny day.

Heat&Freeze Tag:

One person is a heater, and one is a freezer. The freezer tries to freeze everybody, and the heater unfreezes them. At the beginning, half of us are frozen and half are running. The freezer and heater have to run around tagging people to freeze or unfreeze them. When you are frozen, you stand still until the heater unfreezes you. The game ends when everyone is either frozen, or not frozen.

Capture the flag:

We will be split into two teams, and each team will have three flags in hoops. You have to protect the flags, because if the other team catches them and brings them to their side, they will win! There will be one line on the court, and if you stay on your side, you are fine, but if you want to be risky and try to steal the other team's flag, you can run over to the other side! But if someone from the other team catches you, you have to stand still where you got caught, and to get back in, someone has to trust you and then run and grab your hand! Once they grab your hand, they are safe from getting caught, and they can walk you back to your team's side. Each person is only allowed to steal one flag at a time, and only save one person. If you are tagged, but you have a flag in your hand, you have to let go of the flag, and freeze. One person on your opposing team should put the flag back in the hoop.

Police Tag:

One person is the Policeman, and he stands in the middle and everyone else bunches into four groups, making square corners around the Policeman. The groups should be named something after car companies. The Policeman calls out two group names and tries to tag someone from the two groups he just called out. If you are tagged from the policeman, you stop right away on the spot where you were tagged and sit down. Then you can tag anyone that comes near you, except that you can't move your lower body. If the Policeman calls out the group names, but everyone passes safely, then the Policeman just continues the game. The game ends when only one person is not tagged. If the last two people both get tagged in the same round the winner gets chosen from who got tagged last. The winner gets to be the policeman for the next round.

Hunters & Rabbits:

Two people are chosen to be hunters, and the rest are rabbits. The hunters have a soft ball between them, and when they are holding the ball, they are only allowed to go three steps in any direction, then they have to hit a "rabbit" with the soft ball. If a "rabbit" gets hit, they immediately have to turn into a hunter. But the hunters are only allowed to hit the "rabbits" underneath the shoulders with the ball so no-one gets hurt.

How Deep is the Water:

One person is chosen to be it and everyone else stands in a line about 15 meters away. Everyone shouts 'How deep is the Water' and the person who is it says '20 meters deep'. Then everyone else says: 'How do we get there?', and the person who is it says how they should get there—for example, hopping or jumping. They have to get to the other side, doing this without getting caught by the person who is it. If you do get caught, you join the tagger. The game ends when everyone is a tagger.