

K!DS ON THE MOVE

Activity: Name Tag

Objective: The object of the game is for the taggers to use the noodle to tag other players while also remembering their names!

Materials Needed: 4 cones, 3-4 foam noodles, name tags for each student (optional), music as a start/stop signal (optional)

DIRECTIONS:

- Create a large activity area using cones.
- If available, provide a name tag for each student. After playing for a few rounds, have students remove name tags.
- Scatter students in the activity area. Identify 3-4 taggers (depending on class size).
- Give each tagger a foam noodle and have them stand outside of the boundary area until they hear the start signal.
- On the start signal, begin moving by speed walking inside the boundary cones. Taggers must tag with noodles AND call the name of the person they are tagging.
- If you are tagged and correctly called by name, do 5 jumping jacks to return to the game.
- Switch out the taggers every few minutes.

