

# Head Butt Tag

Grade Three & Four

Head Butt Tag is a fun and active tag game that encourages quick thinking, coordination, and teamwork. In this modified version for the classroom, students will practice safe movement and improve their agility while working together to form teams.



## Learning Intentions

### **Enhance Agility and Coordination:**

Students will practice their coordination and agility by moving quickly and strategically to avoid being tagged.

### **Promote Teamwork and Collaboration:**

As students switch teams during the game, they will need to communicate and collaborate with others to work together toward a common goal.

### **Encourage Safe Movement and Play:**

Students will learn how to play a high-energy game safely, respecting personal space and following rules for safe tagging.



## Success Criteria

### **Safe Movement:**

Students will move around the space safely, ensuring they avoid collisions and respect others' personal space during the game.

### **Quick Thinking and Adaptability:**

Students will quickly switch teams and adapt to the changing dynamics of the game, demonstrating flexibility in their play.

### **Teamwork and Collaboration:**

Students will work together to try and have everyone on their team, demonstrating cooperation and positive social interaction.

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PLAY

## Objective:

Head Butt Tag is a fun and active tag game that encourages quick thinking, coordination, and teamwork. In this modified version for the classroom, students will practice safe movement and improve their agility while working together to form teams.

## Players:

- Can be played with any number of students, though ideal for groups of 10-25.
- Split into two teams, "Heads" and "Butts."

## Materials:

- Cones to mark boundaries (if playing outside) or clear classroom space (if playing inside).
- A open space for students to move around safely.

## Setup:

1. **Outside:** Mark a 10m x 10m square with cones to create a designated play area.
2. **Inside:** Move desks and chairs to the walls, using the middle area of the classroom for the play zone.
3. Split the class into two teams: one team will be "Heads" and the other "Butts."

## Gameplay:

1. **Team Setup:** Each student in the "Heads" team must place both hands on their head, and each student in the "Butts" team must place both hands on their bottom.
2. **Objective:** The goal is for the "Heads" team to tag as many "Butts" as possible, and for the "Butts" team to tag as many "Heads" as possible. Players must only take one hand off their heads or butts to tag another player, the other hand must remain on their heads or butts whilst tagging to make the tag stick.
3. **Switching Teams:** When a player is tagged, they must switch teams. A "Butt" tagged by a "Head" becomes a "Head," and a "Head" tagged by a "Butt" becomes a "Butt."
4. **Winning the Game:** The game continues until one team has successfully tagged all players on the opposing team, or the game is stopped at a designated time limit (e.g., after 10 minutes). The team that has the most members at the end is the winner.



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## Variations for Safety:

- 1. Controlled Movements:** To avoid injuries, emphasize controlled movements and safe tagging. Players should not run at each other at full speed or attempt to tag roughly. Instead, they should tag gently and respect personal space.
- 2. Speed Control:** Encourage students to jog rather than sprint to reduce the risk of collisions and falls. You can introduce a rule that players can only move at a walking pace or light jog to ensure the game remains safe.
- 3. No Physical Contact:** Students should only "tag" by lightly tapping the shoulders or back of the other player. Avoid any forceful contact, especially if students are not aware of their surroundings.

## Winning the Game:

- The game ends when all players have switched teams, and the team with the most players remaining wins.
- Alternatively, you can time the game, and the team with the most players on their side when the timer goes off wins.

## Additional Notes:

Head Butt Tag is an energetic, safe, and fun game that promotes physical activity while reinforcing the importance of teamwork and quick thinking. Modifying the game for classroom use ensures that students stay safe while enjoying the physical and social aspects of play. This game is perfect as a warm-up activity or an engaging break to help students refocus and bond as a group.

