

CHAIN TAG

The one where...

Everybody ends up forming a huge chain as people who are tagged hold hands instead of becoming It.

This is a physical game that uses speed and agility. It's best played by moderate to large sized groups.

Time: About two to three minutes, depending on the size of the group.

Equipment: None

No. of players: 8+

Age group: 5+

Physical effort: 4/5

Mental effort: 1/5

Difficulty: 2/5

This game is good for:

- Speed
- Agility
- Coordination
- Spatial awareness

Set up

The players spread out evenly around the space. One player (or more than one, if the group is particularly large) is designated It.

Playing the game

The player (or players) who is It must try to tag another player. Once this happens, instead of the tagged player becoming It, the two players start a chain by holding hands. Now both of these players are It and must try to tag as many other players as they can. Each time another player is tagged, they join the chain by holding hands with the person who tagged them. The game continues until everybody has joined the chain.

Variations

- The game can finish when there is one player left untagged, who becomes the overall winner. If another game is played, this player begins the new chain.
- There are many different kinds of tag you can play. Here are two popular variations:
 - **Freeze tag:** the player who is It must try to tag as many of the other players as possible. When a player is tagged they must freeze. Tagged players can be unfrozen by other, untagged players with a high-five (alternatively, untagged players can unfreeze tagged players by running between their legs - also known as Stuck In the Mud). The game continues until all the players are frozen.

Chain Tag 1/2

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- **Pair tag** (also known as partner tag or elbow tag): all the players except two form pairs and either spread out around the space or make a loose circle. One of the remaining players is designated It and they must tag the other unpaired player. This player can hook onto any of the pairs, releasing the other player in the pair who then becomes the target of the player who is It. When a player is tagged, the roles reverse (immediate tag-backs are not allowed).