

## Flag Belts



Australian  Distributor

### Tail Tag

All students wear one flag belt each. When the music begins players "steal" as many flags as they can from other students.

Stop the music and count tags.

Movement types can be varied for each new game.

### ENERGY TAG

Energy Tag is a game suitable for Year 2 to Year 8 students, where all players are active trying to collect flags and help others who have lost theirs.

Each player has a flag belt and stands on a gym line. Players can travel only along the lines of the gym floor trying to grab a player's flag. Once a player has lost both flags they become "frozen" and must jog in place between any two lines. A player who has collected three or more flags becomes "super charged" and may free a frozen player by giving him/her an energy flag and having that player perform a certain task (eg stand – sit 3 times). In this way, no player is eliminated from the game.

Players are allowed to jump from one line to another. Emphasize fair play!

### AUTUMN WINDS

Autumn Winds is a game suitable for Prep to Year 2 students, where players attempt to run across the playing area without getting caught by the "Leaf Raker".

Use 4 cones or spot markers to mark off two lines on either side of the play area. Each student, or "Leaf" gets a coloured flag.

Select a student to be the "Leaf Raker". He/she stands in the middle of the playing area.

The rest of the class stands on the line on one side of the playing area.

On the signal, the "Leaf Raker RED" all "RED Leaves" try to run across to the line on the other side of the playing area, while the "Leaf Raker" tries to grab as many flags as he/she can. Those students who lose their flag then become "Leaf Raker Helpers".

Players who make it across the play area without losing their flags are "safe" (they are "In the Neighbour's Yard, Over the Fence"). Leaf Raker Helper's remain in the middle to help the Leaf Raker.

When the Leaf Raker calls out "Autumn Winds" all of the remaining coloured leaves attempt to cross the field.

The Leaf Raker and Helpers now turn to face the "Safe" players, calling out colours once again.

Play continues for several rounds or until all the leaves have been collected.

Begin a new game with a new Leaf Raker.

## **BRITISH BULLDOGS**

1-2 students begin as "taggers", all other students wear a flag belt with 2 flags and are "runners". Normal bullrush rules apply, except both flags must be removed by "taggers" before a "runner" becomes a "tagger".

## **FLAG TOUCH**

Each student wears a flag-belt with 2 flags.

Normal Touch rules apply, except the 'touch' is replaced by the removal of one flag.

The flag must be left on ground and roll ball occurs before flag is replaced.

## **OCTOPUS**

1-2 students begin as "taggers", all other students wear a flag belt with 2 flags and are "runners".

Normal bullrush rules apply, except once both flags are removed from a "runner" they must sit on the ground immediately where their last flag was removed.

Students sitting are also allowed to take flags from "runners" if they can reach them from their sitting position.

Only the 2 initial "taggers" are allowed to chase the "runners". Other seated students form the octopus tentacles.

## **INDIANS & WIG WAMS**

Divide class into 2 even teams, with all players wear a flag belt and 1 flag.

Aim is to remove other teams flags.

If you lose a flag you stand with legs astride, and when one of your team members has crawled through your legs you can put the flag back on and resume play.

First team to be all stuck (or wig wams) loses.

## **ROB THE NEST**

Divide class into 4 or more even teams. Each team has a 'nest' (area of ground marked by a hoop or cones) with all their flags in it and belts are being worn.

On "GO", all players run to another nest and steal 1 flag (worm) and put it on their belt before returning to their own nest and putting the stolen worm in it.

Teacher observes and penalises any player who takes 2 flags at a time or doesn't put it on their belt.

Winning team has most flags at the end of the time slot.

## **RATS & RABBITS**

Divide group into 2 even teams, (the "rats" and the "rabbits"), all players wearing a flag belt with

2 flags.

Line students up opposite each other approximately 2m apart.

Teacher calls "rats" or "rabbits" and that line chases the other line and attempts to take flags off the opposite teams belts. Teams are awarded 1 point for every flag removed.

Players return to lines and teacher calls again.

### **HUMAN GRIDIRON**

A game of tactics with 2 even teams, all wearing belts and flags.

Teams take alternate turns at attacking and defending.

At the start of the game both teams are at the far ends of the field on their own goal line.

When attacking, the aim is to get the human gridiron, (a nominated team person not known to the defenders), across the opposing goal line without losing a flag. Team discusses and works out tactics to do this.

When defending, the aim is to eliminate attackers by taking their flag. Each defender can only take 1 flag from 1 attacker, after which they sit down.

A point is scored if the human gridiron crosses line without losing a flag. Then teams swap and keep taking turns till end.

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