

Chasing Games

Tig / Tag



Resources: at least three or four players.

The idea: one person is 'on' and chases the others. Whoever is caught is then 'on' instead.

Variations:

Off the ground tig: if you're off the ground (sitting on a wall, hanging from a pillar, clinging to a tree) you can't be caught.

TV tig: you can't be caught if you tump down on your hunkers and shout the name of a TV programme (which can't be used again in the same game).

Stuck-in-the-mud: when caught the player has to stay exactly where they are, but then stand with legs apart and arms straight out – if another player runs under their arm or between their legs, they're free again.

Shadow Tig: to catch a player, you jump onto their shadow (and quickly count to three). Only works on sunny days.

Chain tig: Each player that's caught holds hands with the one who caught them. Eventually there will be a long chain of people running after fewer and fewer people.

Hide and seek.



Resources: at least three or four players.

The idea: the child who is 'on' covers their eyes and counts to a reasonable number, then shouts 'coming, coming, ready or not, keep your place or you'll be caught'. They try to find all their hidden players, with the last one to be found 'on' for the next game.

Differentiate: count to higher numbers to allow more time and increase the search area.

Tip the can.

Resources: four or more players and something to use as a base (a pillar, three, cone).

The idea: this is similar to 'hide and seek'. The seeker stands by the base and counts while everyone else, hides, then tries to find the other, without straying too far from the base. When they spot someone, they run back and touch base, saying that player's name, Tip the Can, I see ...Mary. If Mary can reach base before the seeker does, she's safe. If not, she's caught and will be on for the next game, unless she saved by another player.