

# Blob Tag

**Group Size:** 20-30

**Age Group:** 1<sup>st</sup>-5<sup>th</sup> grades

**Length of Activity:** 15-20 minutes

**Developmental Goal:** To develop cooperation

**Skills Practiced:** Evasion, agility, endurance, safe tagging and running

**Equipment Needed:** None

**Set Up:** Designate a playing area large enough run in.

## Before You Start:

- Ask for two volunteers, and assign both of them to be it. They become The Blob and must link elbows.
- Demonstrate safe tagging:
  - Light touch, like a butterfly wings, on the back or shoulder.
  - Unsafe tags: hard contact that might cause the person being tagged to fall.
- Demonstrate with volunteers how to move with a partner, how to link when you are tagged, and how to separate when there are four people in The Blob.
- Make sure the students understand the rules, boundaries and the importance of safety.
- Spread students out within playing area.

## How to Play:

- When play begins, The Blob tries to tag the rest of the players.
- When someone gets tagged s/he also links elbows and becomes part of The Blob.
- When a fourth player is tagged, The Blob then separates into two separate Blobs.
- Every time a Blob becomes four players it splits; two players detach creating two separate Blobs.
- Play continues until all of the players are turned into Blobs.
- If a player runs out of bounds while trying to avoid The Blob, s/he must then connect with the nearest Blob and continue to play.
- The last two players can then become the first Blob for the next game.

## Variation:

- If students are playing safely, the Blob can stay connected and continue to grow bigger and bigger until all the players are tagged. Challenge the class to stay together when they move.

1 <sup>st</sup> -5 <sup>th</sup>	I	N	Ad,De	L1
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