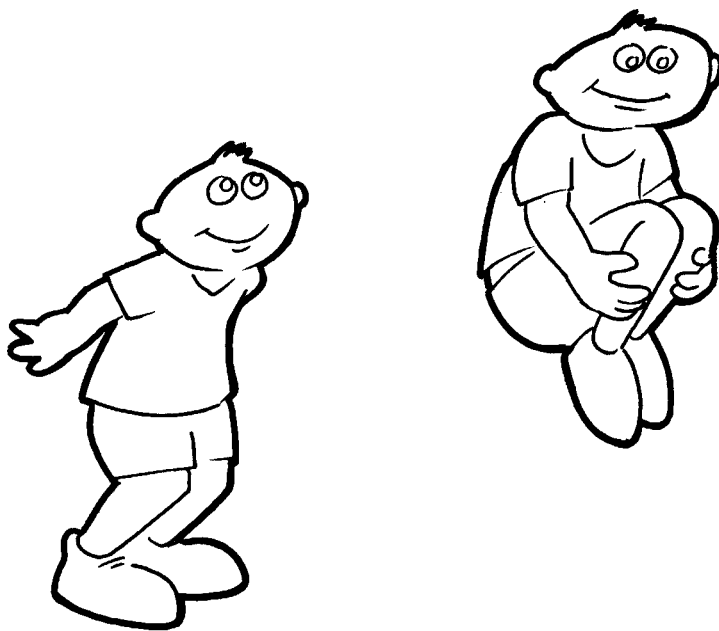


# Manipulation / Tag Games



# MANIPULATION TAG GAMES

## GALLOPING GOLIATH

**Equipment:** 1 Nerf or sock ball for every 8

**B, N, R**

**Skills:** Locomotion: Running, galloping, skipping, jumping, hopping  
 Movement: Dodging, ability  
 Manipulative: Throwing

**Organization:** Divide into groups of 8 – each group has a designated “it” and a marked out play area  
 Designated “it” has a Nerf or sock ball  
 Others scatter in general space in marked play area

**Activity:** On signal “go Goliath” children gallop around the play area while “it” tries to hit them below the waist with the Nerf ball.  
 Players become “it” when hit or when going out of bounds.  
 Change “it” after every 3 players are hit or after designated time.

**Variation:** Change method of locomotion to skipping, hopping, running, fast walk.

## DODGE BALL

**Equipment:** 1 Nerf or inflatable ball for every 6-8 participants

**B, N, R**

**Skills:** Movement: Dodging, jumping  
 Manipulative: Throwing  
 Social: Co-operation

**Organization:** 2 equal teams  
 1 team forms a large circle (spaced slightly more than arm’s width apart) around the other players who are scattered in the middle.  
 Players on the outside have a Nerf or inflated ball and try to hit inside players below the waist.  
 When players are hit, they exchange places with the thrower OR count how many hits in specified time.  
 To increase action and difficulty, add another ball.

**Teaching Cue:** Encourage players to pass the ball quickly to someone else who may have a better shot.



## CATS AND RATS

**Equipment:** 1 ball for every 6 participants

**B, N**

**Skills:** Locomotion: Running  
 Movement: Agility, evading, space awareness, effort awareness  
 Manipulative: Throwing, catching, accompanying  
 Social: Teamwork, inclusiveness, support

**Organization:** Groups of 6 – each group of 6 has 3 “cats” and 3 “rats”  
 2 goal lines 60-80 feet apart  
 Rats start with the cheeze (ball) at one of the goal lines.

**Activity:** Rats try to get the “cheeze” from one goal line to the “rat hole” at the other goal line without being tagged by cats or having the “cheeze” stolen by the cats.  
 Rats can run or pass the ball to each other as they are moving toward the rat hole.  
 If the ball is intercepted or the Rat is tagged, rolls are reversed.

## MONSTER KEEP AWAY

**Equipment:** 1 throwing object for every 5-6 children

**N, R**

**Skills:** Locomotion: Running, shuffling  
 Movement: Space awareness  
 Manipulative: Throwing, catching  
 Social: Inclusiveness, accept rules, co-operation, support for others, self-control

**Organization:** Groups of 5-6 – one designated “monster” (younger children may require adult monster).  
 Mark boundaries for each group.

**Activity:** Objective is to keep the ball (or throwing object) away from monster as long as possible.  
 Play stops and starts when the monster touches a player, while the player is in possession of the ball OR when the monster gets possession.

**Teaching Cues:** Find open space.  
 Make a target with body and hands.  
 Use soft hands to catch.  
 Change the type of throw – underhand, overhand, backhand, bounce or roll.



**ESCAPE****Equipment:** 1 foam, plastic or yarn ball for every 4-5 participants.**B, N, R**

**Skills:**           Locomotion: Running skipping sliding galloping  
                      Movement: Dodging  
                      Manipulative: Throwing  
                      Social:           Accept rules, responsibility, support

**Organization:** Groups of 4-5.  
Each group has a foam, yarn or plastic ball (one that will not injure when hit by it)  
Each group has boundaries of approximately 20 feet square.  
1 player in each group starts with the ball.

**Activity:**       Player with the ball throws it straight up in the air, while calling the name of another person in the group.  
As soon as the ball is thrown the person whose name is called (number 2) catches or picks up the ball while the others (including thrower) scatter within boundaries.  
As soon as ball is collected, number 2 calls “freeze” and the others must stop immediately where they are.  
Number 2 then tries to hit one of the scattered players with the ball, while they try to dodge it. Dodging player may only take 1 step to avoid being hit.  
Player who was thrown at then becomes the thrower.

**Variation:**     If necessary, allow the thrower to take a limited number of steps (1-4) closer prior to throwing.  
Change the method of getting away to skip, shuffle step, gallop, etc.



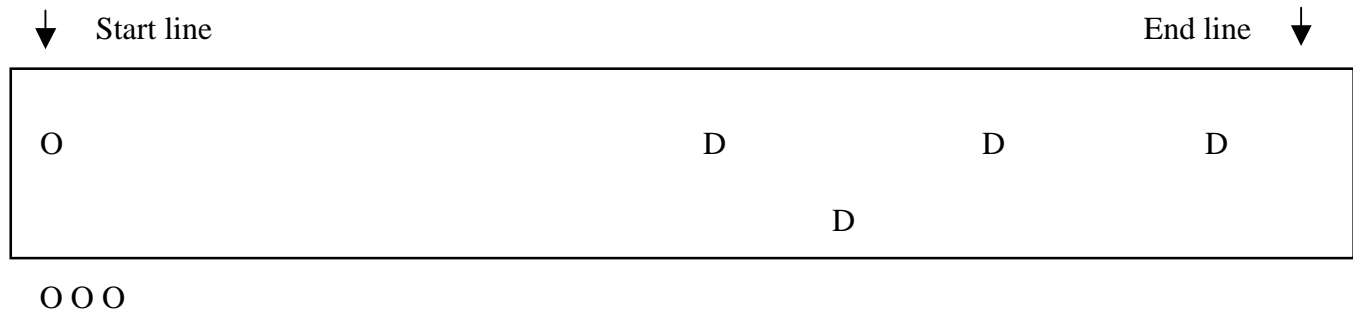
## END-LINE BALL

**Equipment:** 1 Nerf or inflatable ball for every 6-8 participants; markers

**N, R**

**Skills:** Locomotion: Running  
 Manipulative: Throwing, catching  
 Social: Co-operation

**Organization:** Mark a start line, end line and boundaries for each group of 6-8.  
 Divide each group into 2 teams – offensive and defensive teams.



**Activity:** Offensive players take turns throwing the ball into defensive zone, then run to end line and back across start line without being hit with the ball by the defensive team. One run is scored for each player making it back safely. Runners are out if ball is caught or when they get hit with thrown ball. Defensive players can only take 3 steps with ball in their possession. Defensive players can pass to get a better shot. Runners may stay over the end line as long as there are only two there at a time. When third runner arrives, first one there must try to get back. All can run back at once if they choose. Switch defence and offence after designated time or after every offensive player has thrown.

**Variation:** Hit the ball off a T or soft toss.  
 Kick or hit with hand an inflatable ball. Hit a lightweight ball with a racket or paddle.



**METEORITES**

<b>Equipment:</b> 3 Nerf balls for every 6-8 participants
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<b>B, N, R</b>
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**Skills:** Locomotion: Running  
 Movement: Space awareness, dodging  
 Manipulative: Throwing  
 Social: Honesty, self-discipline, emotional control

**Organization:** Mark play area.  
 Players scattered in general space.  
 2 or 3 Nerf or yarn balls for every 6 participants.

**Activity:** 2 or 3 “meteorites” Nerf balls are tossed into the group of scattered players.  
 Any player can pick up a ball to start the action.  
 Objective is to score as many points as possible by hitting other players below the waist with the ball. Players count own points.  
 Players can only take 1 pivot step in any direction prior to throwing the ball.  
 A loose ball can be picked up any player.

**Variation:** Play in teams of 2-3 and total points of each player on the team.

**GHOSTBUSTERS**

<b>Equipment:</b> Half of participants require 1 Nerf or yarn ball
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<b>B, N, R</b>
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**Skills:** Locomotion: running  
 Movement: dodging, evading  
 Manipulative: throwing  
 Social: interaction, inclusiveness, co-operation, accept rules

**Organization:** Half the group are ghosts and the rest are ghostbusters – scattered in play area.  
 Each of the ghostbusters are armed with a nerf ball.

**Activity:** Ghosts can be caught if hit by a Nerf ball thrown by a ghostbuster.  
 If caught, they are paralyzed to a count of “10 elephants”, then power is regained.  
 Ghostbusters can be “slimed” when tagged on the back by a ghost.  
 When “slimed” the ghost can take the ghostbuster’s equipment and throw it as far as possible. Ghostbusters are demobilized until equipment is retrieved.



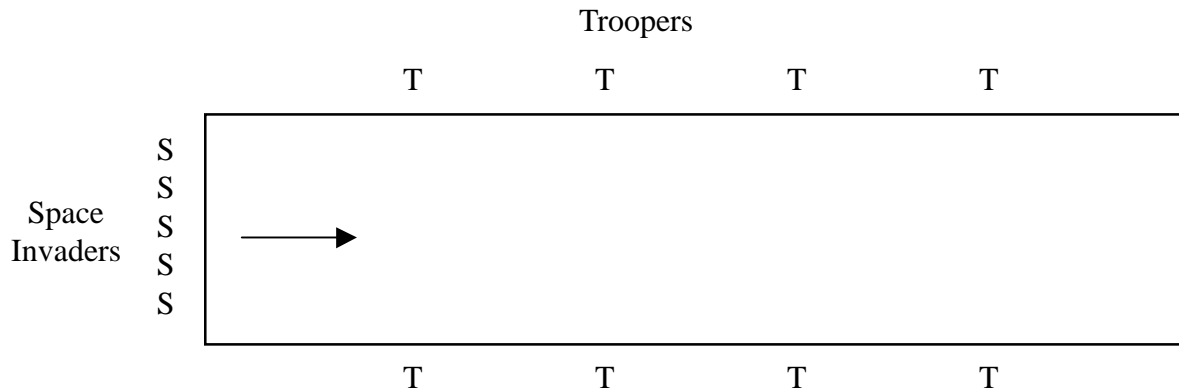
# SPACE INVADERS

**Equipment:** 1 Nerf ball for every 3-4 participants

**B, N, R**

**Skills:** Locomotion: Running  
 Movement: Dodging, effort awareness  
 Manipulative: Throwing, catching

**Organization:** Mark rectangular shaped play area.  
 Divide player into 2 groups – “space invaders” and “troopers”  
 Space invaders start at one end of the play area.  
 Both sides of play area are lined with “troopers”  
 Troopers have Nerf or yarn balls as ammunition.



**Activity:** Space invaders try to get to the other end without being hit with ammunition from the troopers.  
 If space invaders are hit they become troopers.  
 If a space invader catches the ball the trooper that threw it becomes a space invader.  
 Game ends when space invaders are all hit or count how many space invaders are left at designated time limit.

**Variation:** Add more ammunition.  
 Troopers kick balls instead of throw.

## SAVE A FRIEND

**Equipment:** None

**B, N, R**

**Skills:** Locomotion: Running, shuffle, cross-step  
Manipulative: Throwing, catching  
Cognitive: Analyzing  
Social: Co-operation, teamwork, inclusiveness, support

**Organization:** Groups of 5-7.  
2 or more selected to be “it” – others scatter.  
2 in the scattered group have a ball.

**Activity:** “It” tries to tag the person with the ball.  
If person is tagged with the ball they become “it”.  
Players “save” each other by calling for the ball to be passed to them.  
If ball is intercepted, thrower becomes “it”  
If ball drops to floor, the closest person picks it up.

**Variation:** Make groups of 3 with only 1 “it” and 2 defenders.



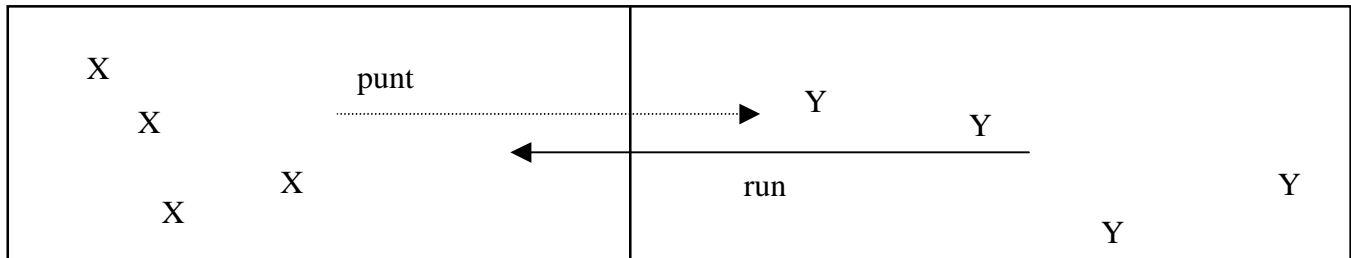
## PUNT TAG

**Equipment:** Balls that can be punted - 1 for every 4

**N, R**

**Skills:**  
 Locomotion: Running  
 Movement: Dodging, agility  
 Manipulative: Punting, throwing, pass while moving, kicking  
 Social: Co-operation, inclusiveness, accept rules

**Organization:** Groups of 4  
 Mark boundaries lines.  
 Each team of 4 starts in own half of playing area.



**Activity:**  
 1 team punts the ball into the other team's area.  
 Team receiving the ball tries to get the ball over the other team's end line without being tagged with the ball in their possession.  
 Team with the ball can pass the ball to each other as many times as necessary, but can not move back toward their own goal.  
 Ball must be passed at least once in order to score.

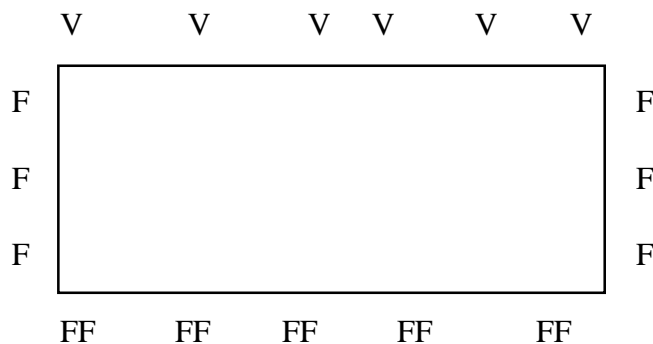
**Variation:** Throw, kick or strike with hand (as in volleyball serve) the ball instead of punt.



**FIRE FIGHTERS****Equipment:** 1 Nerf or yarn ball for every participants**B, N, R**

**Skills:** Locomotion: Running  
 Movement: Dodging  
 Manipulative: Throwing  
 Social: Inclusiveness

**Organization:** Group is divided into Fire Fighters (FF), victims (V), and fireballs (F).  
 Fireballs split into 2 groups and line up at opposite ends of the play area armed with Nerf balls.  
 Victims are stranded along third side of play area.  
 Fire fighters are on fourth side of play area opposite the victims.



**Activity:** Fire fighters try to rescue the victims by crossing the play area, taking hand of victim and returning to their line without being hit by a fireball (thrown Nerf ball).  
 If fire fighters are hit on their way to the victim, they must return to the line.  
 If either victim or fire fighter are hit on the way back, both return to their lines.  
 If they make it back safely, victims become fire fighters until all are rescued.

**Variation:** Station some of the fireballs in the middle of the play area to attack from a closer range.

