Lesson 1

Pickle Tag

Game Description:

If you get tagged, you become a pickle.

Objective:

To not get tagged.

Game Rules:

Choose 2-3 kids to be it. Once a child is tagged they have to create a pickle by connecting their two pointer fingers. They get back into the game once another player comes over and breaks their pickle.

Adaptations (optional):

Partner the kids up and they have to be a team and run together. If they get tagged, they have to create a pickle by connecting both their arms. To get back into the game they have to have another team come break their pickle.

AGE:

2 to 3 years
4 to 6 years
7 to 9 years

TYPE OF ACTIVITY:

Warm up/Cool down

SPACE NEEDED:

Medium Space (Classroom, Empty Room)
Small Space (Hall, Furnished Room)

HOW MANY LEADERS ARE NEEDED:

Only 1

HOW BIG OF A GROUP IS NEEDED:

Medium group (6 - 15 kids)
Large group (16+ kids)

TYPES OF SKILLS PRACTICED:

Agility
Run