



## **SOCKS**

Anyone who wants to play sticks an old sock in the back of their shirt or coat, not in a belt loop or any place that could cause a problem. The "it" has no sock and has to get one. Preschool children love this game and generally don't care about the rules. They love the chasing and grabbing. *(Laura Richenbaugh)*

## **ROTTEN EGG**

*A number of years ago my preschoolers made up this game that is the opposite of regular tag. One person is the Rotten Egg and everyone else who wants to play has to try to catch that person. If you don't want to play, you just stop running, and if you're the Rotten Egg and tired, you stop and someone else can tag you and the game continues. (Kate Puckett)*

## **ELBOW TAG**

*Pairs of children who are linked together arm in arm at the elbow are safe. In this variant of tag, when a third child joins the pair by linking to an available arm, the person on the opposite arm must escape to find a new partner before being tagged.*

### **FREEZE TAG**

*One person is "IT." IT tries to catch the others. When tagged, a child must freeze. Others may touch the frozen child to free him or her. Change who is IT every few minutes until each child has had a turn. Change the boundaries. Change the number of children who are IT.*

### **HOOP TAG**

*In this tag game the hoops or tires are free zones. Use the same number of hoops as players, minus two. IT and one runner have no hoops. IT chases the runner who can displace any person by jumping into his or her hoop. Only one person can be in a hoop at one time. When tagged, IT and runner change places.*

### **THE BLOB**

*Establish boundaries. Start by calling yourself the Blob. Chase the children until you catch one. That child then grabs your hand and becomes part of the Blob. Together, still holding hands, you catch others. The Blob grows larger with each capture. Only the outside free hands can tag. The Blob may either tag or encircle its prey. One of the characteristics of the Blob is that it can split up in to different numbers of smaller Blobs, but there must be at least two to a Blob. When one, two, or three children are left, whichever you specify, the game ends. Those children unite and begin the next Blob.*

### ***DUCK, DUCK, GOOSE***

*The children sit in a circle, or they can sit in a line in front of a fixed climber. One child, who is IT, walks around the outside of the circle, touching each head, saying, "Duck" each time. Then, after four or five taps, saying, "Goose!" IT then runs around the circle (or the climbing apparatus) away from the Goose, who is now chasing him or her, trying to get around the circle and back to the empty spot and sit down before being caught by the Goose. The old Goose becomes the new IT if he or she fails to touch the child in time. Clap and cheer.*

### ***CATCHING THE DRAGON'S TAIL***

*Gather 10 or more children in a line. Each person places hands on the shoulders of the person in front of them. The first in line is the "head" of the dragon; the last is the "tail." The head tries to catch the tail by maneuvering the line around so he can tag the tail player. When the tail is tagged, the tail player moves to the front of the dragon to become the new head. The old head is now in second.*

### **PEBBLE CHASE**

*Players stand in line facing a designated safe area some distance away. The leader takes a pebble, presses it between his or her palms and moves from player to player pretending to drop it into the outstretched hands of each. When the leader actually does drop the pebble into a person's hand, the receiver, Pebble, runs to the safe area and returns to the leader, chased by all the others. The one who tags Pebble before he or she returns gets the pebble and becomes the leader. If Pebble returns safely, he or she becomes the leader.*

### **GHOST IN THE GRAVEYARD**

*One person is the ghost. The rest lie in their "graves" hiding their eyes and counting to 20 as the ghost hides. When the count is finished, everyone starts to look for the ghost. The first finder yells, "Ghost in the graveyard!" and all rush back to their grave. Anyone caught before he returns to his grave, lies down and hides his eyes becomes the next ghost.*

### **COOKIE MONSTER**

*All children line up along a wall, fence, or demarcation line. They are cookies. One child is the Cookie Monster who stands some distance away. The children chant, "Cookie Monster, Cookie Monster, what time is it?" The cookie monster responds with a clock time, choosing any number he or she wishes, e.g., "Eight o'clock." The 'cookies' then count out loud together as they take large steps toward the Cookie Monster, "One, two, three, four, five, six, seven, eight." The 'cookies' repeat their 'what time' call. The cookie monster continues to respond with time numbers until he or she decides to answer, "Cookie time!" whereupon the Cookie Monster chases the cookies back to the wall.*