



EVERYBODY'S IT

Number of Players: 5- 50+

When to Play the Game: A great game to start with, or for any time. Great for a group needing movement, and a good preliminary trust activity because it involves minimal nonthreatening touching.

Safety instructions:

As with most active games, when players are moving about quickly, there is danger of collisions. Remind players to be aware of where they are running to avoid crashes. If that doesn't work, try a fast walk (one foot must be down before the other is up) or some other way of moving.

Equipment Needed:

Boundary markers such as cones, poly spots, Frisbees, or other such indicators are useful. Using existing boundaries such as trees, sidewalks, and bushes also works.

Description of Game:

Whoever heard of a tag game where everyone was it? I did, for one, As unlikely as it sounds, it is easy to involve all players in this easy-to-do game.

Yes, this IS a tag game (the one who is IT attempts to tag someone else to make him or her IT) where everybody is IT, and can tag everyone else, However, once a person is tagged, she or he must freeze until the end of the game, which in fact comes quickly. However, if someone who is not frozen come too near a frozen person, the one who is frozen can temporarily unfreeze an arm (and only an arm!) To reach out to tag and freeze the runner, before going back to being frozen. The game goes until everyone is frozen, or just one is left.

A variation of this is "Hospital Tag." In this game, you keep running the first and second times you are tagged, but you must hold the place you were tagged in both instances. The third time you are tagged, you are frozen, like for the above game, and once again you can temporarily unfreeze an arm to tag others who come too close.

Another variation for Clover Kids (5-8 year olds) is when you get tagged, you are frozen, and when you are tagged again by anyone, you are unfrozen, so the game can keep on going till everybody is tired.