

Head Butt Tag - Levels F-3

STAY
ACTIVE

To encourage movement, teamwork, and safe play through a fun tag game where students switch teams while practising listening, reacting quickly, and moving safely.



Learning Intentions

Enhance agility and coordination:

Students aim to move their bodies around the space in a safe manner, avoiding bumping into others.

Promote teamwork:

Students aim to work together with their team to tag others and communicate while switching sides.

Encourage safe play:

Students aim to respect personal space and follow the tagging rules to keep everyone safe.



Success Criteria

I can keep my hand on my head or bottom while tagging.

I can change teams quickly and keep playing when I am tagged.

I can play kindly, safely, and with respect for others.

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Duration: 5–10 minutes

Objective

To encourage movement, teamwork, and safe play through a fun tag game where students switch teams while practising listening, reacting quickly, and moving safely.

Players

- Best for 8–20 students.
- Two teams: **Heads** and **Butts**.

Materials

- Cones (if outside) to mark boundaries.
- A clear, open space inside or outside for safe play.

Setup

1. Create a play space:

- Outside: Mark a small square with cones (about 8m x 8m).
- Inside: Move desks and chairs aside to make a safe area.

2. Divide into two teams:

- Team **Heads**: Keep both hands on their heads.
- Team **Butts** (can use the term 'tails' if preferred): Keep both hands on their bottoms.

Gameplay / Activity Steps

Step 1: Start the Game

- Heads chase Butts, and Butts chase Heads at the same time.

Step 2: Tagging Rules

- One hand must always stay on the head or bottom.
- Tags must be **light and gentle** on the arm, shoulder, or back.

Step 3: Switching Teams

- When a student is tagged:
 - A Butt becomes a Head.
 - A Head becomes a Butt.

Step 4: Keep Playing

- Play for 5–10 minutes, switching teams often.

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Reflection Prompts

- "What was fun about the game?"
- "How did you help your team?"
- "Why is it important to play safely?"

Winning the Game

- The focus is not on winning but on safe play, teamwork, and fun.
- If wanted, the teacher can see which team has more players at the end.

Variations

- **Fitness Edition:** After being tagged, players do 3 star jumps or squats before rejoining the game.
- **Walking/Jogging Edition:** Everyone moves at a walking pace to keep it safe indoors.
- **Team Challenge:** Time the game for 3–5 minutes. See which team has more players when the timer ends.

For Wheelchair Users / Accessibility

- Replace tagging with a **gentle hand tap** on the chair or armrest.
- Players can roll at safe speeds instead of running.
- Ensure the play area is wide and clear for safe movement.

Notes for Inclusion

- Remind students that tagging must always be safe and gentle.
- Praise teamwork, communication, and safe play.
- Highlight that everyone is successful when they play respectfully and have fun.

