TAG, YOU'RE IT!

Clothes-Pin Tag
Equipment Needed: Clothes pins
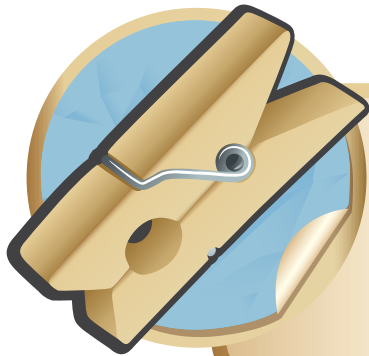
- Hand any number of clothes-pins to all the kids *(the more clothes-pins everyone starts with, the longer the game lasts.)* and have them pin them to their shirt sleeves, hems, pockets, etc.
- Then have them all scatter on the playing field.
- On the signal, everyone runs around snatching clothes-pins from one another, kneeling down to attach their newly acquired prizes.
- At the end of the game *(usually a time-limit)*, the one with the most clothespins wins.

Shark & Octopus Tag

- Everyone begins the game as an octopus and stands on one side of the playing field.
- One person is chosen to be a shark; they will stand in the middle of the playing field.
- Play begins when the shark calls out, "Octopus, Octopus, swim in my ocean!"
- All players must run across the playing field trying to get to the other side without getting tagged by the shark.
- Anyone who is tagged must sit down where they are tagged.
- They now become the shark's helpers.
- When the shark calls out "Octopus, Octopus, swim in my ocean!" again, the players will try to run back to the other side.
- Anyone who runs within arms' reach of the sitting players and gets tagged must sit down.
- The game continues until there is only one person left.

Toilet Tag

- Select 1-3 children to be it.
- All players scatter around the playing area, except the "its".
- On a signal, the "its" attempt to tag the players
- When a player is tagged, he must assume a toilet position *(one knee on the ground and the other knee up, one arm straight out to the side)*.
- The tagged player must remain frozen in this position until they are rescued by another player.
- To be rescued, a player must sit on the knee of the frozen player, grab their straight arm and make a WHOOSH sound while pulling the arm down to simulate a toilet flush.
- Once a player flushes the toilet of a frozen player, the frozen player is freed.
- The game ends when a certain time limit has been met or when all players are frozen.