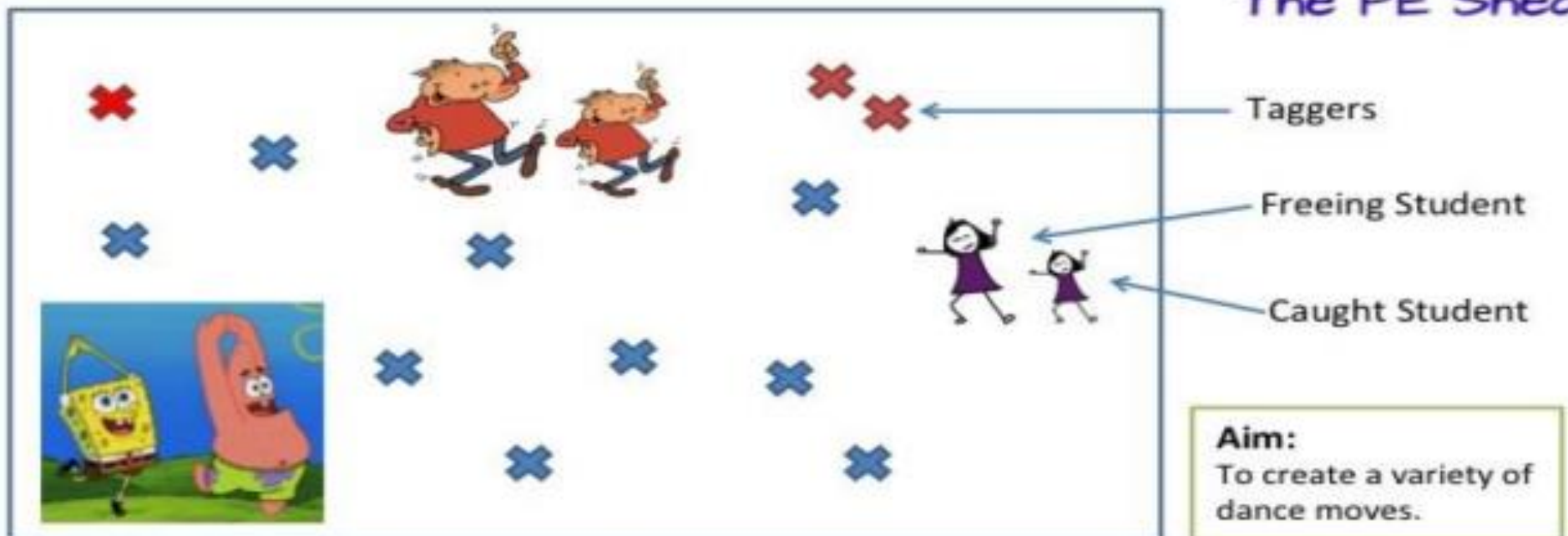


Dance Tag



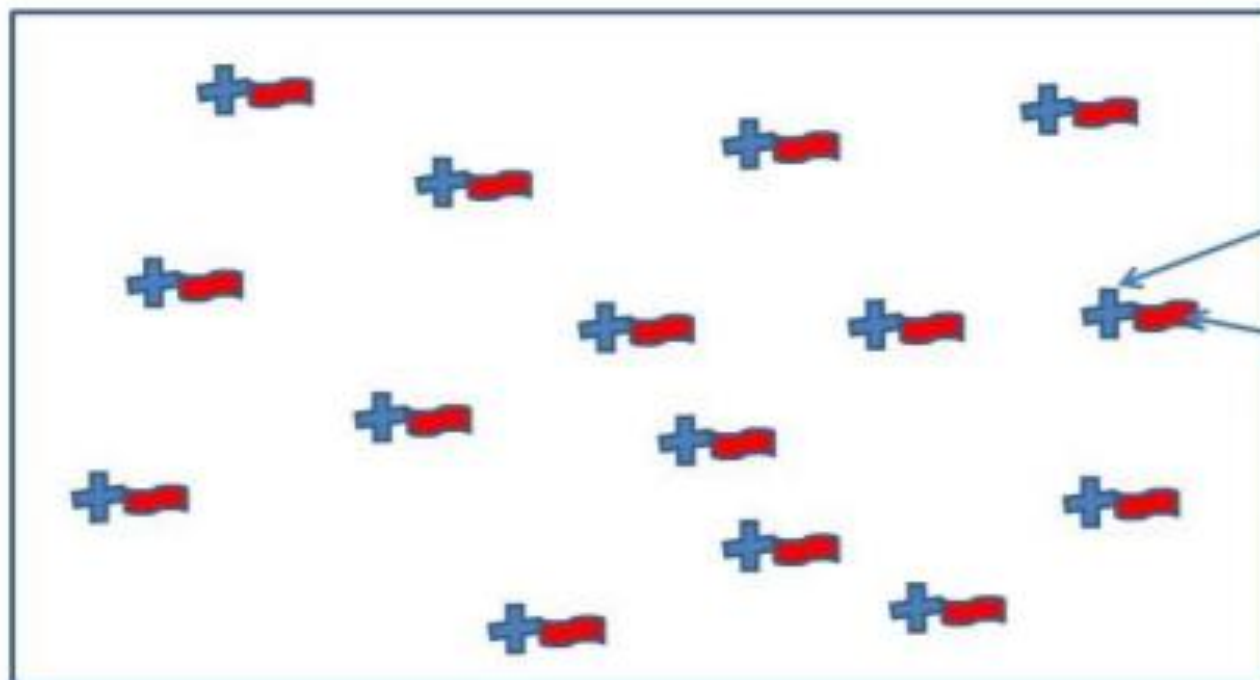
Aim:

To create a variety of dance moves.

Rules:

- Taggers aim to catch all of the students.
- If a student is caught, they have to stop and create a dance move.
- They keep repeating the dance move until a peer comes to save them.
- To be freed, a peer must mirror or copy the dance move for 5 seconds. They are then free to rejoin the game.
- Students cannot repeat a dance and must create a different dance move if they are caught again.

Dragon Tails



Students

Dragon Tail
(Bibs/Pinnies)

Aim:

To take dragon tails from others and protect your own.

Rules:

- All students have a dragon tail (bib/pinnie) tucked into their shorts/trousers.
- Tails must be clearly visible.
- Students are not allowed to touch their own tail after the game has started.
- Students try to take other students' dragon tails.
- If students lose their tails they are out of the game.

Crossing the river

