

Connections Activity

Title/Skill:	Pairs Tag
Connection Goal:	Personalization
Grade Level:	9-12
Month:	
Time Needed:	25 minutes

Handouts/Materials Provided:

Nothing

Summary of Activity for the Advisor:

- Advisor should pair up students with each other (separate students that cling together)
- Explain that as a group, we are going to play a game of tag, with three significant modifications:
 1. one-half of the participants in the room, or one person in each pair, is IT;
 2. each IT is **only** chasing after his/her own partner; and
 3. there is **NO RUNNING** - this is a "walking only" game. When any IT tags his/her partner (gently on the arm/back only) the tagged individual must spin around in place two times - this avoids endless "tagbacks" - and then chase his/her partner.

Facilitator Notes:

1. All tags should be above the waist and below the neck for safety.
2. Position yourself in the exact middle of the playing area. Participants will begin to "swirl" around you as the pivot point. This allows for good game play even given a small space. In fact, this game plays best with lots of participants in relatively small spaces. Lots of ducking and hiding behind others.
3. Any students that refuse to participate may also stand in the middle to become an "obstacle"

Read/Review/Discuss/Do with students:

What did you learn from this activity?

Was it difficult to complete? Why?

What did this activity make you think about/ consider?