



CHICKEN TAG

Participants

Any number of participants.

Time Allotment

5+ Minutes

Activity Level

High

Materials

Rubber Chickens, Soft Balls,
or Squishy Fidgets

Method

- Pick one participant to be “it”. Give out several rubber chickens (or other item used in the chicken’s place).
- The game proceeds like a regular game of tag, except participants who possess the items (chickens, balls, etc.) are safe and can’t be tagged.
- Participants who have the chickens can pass them to other participants at any time therefore transferring the safety to the new participant.
- People who are tagged are “out”.

Regulation Modification Options

Use the option most appropriate for the youth’s level of regulation:

- When a participant is tagged and is “out”, instead have the participant do a regulation technique to get back into the game.