**Warm Up Game:** Line Tag  

**Recommended Age Range:** Foundation - Grade 5  

**Focus:** Movement and coordination

<table>
<thead>
<tr>
<th>Equipment</th>
<th>Setting Up</th>
<th>Description</th>
<th>Further opportunities</th>
</tr>
</thead>
</table>
| Marked lines       | Select 1-3 taggers | Students (Cars) move around along the marked lines (Roads) in the playing area.  
Taggers (Police) wear blue bibs (pinnies) and have to chase the cars along the lines.  
If a car is tagged by the police or the car falls off the roads, then they are caught and must sit down where they committed the crime.  
Caught cars become a roadblock, preventing other cars from getting past (except Police who have special powers).  
To be freed, another car must touch the roadblock on the head and this allows them back into the game. | **Differentiation**  
Easier:  
- Reduce taggers  
- Allow cars to jump lines.  
Harder:  
- Increase taggers  

**Variations**  
- Change the movement activity - Reversing (move backwards), Jumping, Hopping etc.  
- Introduce equipment: Dribbling - Football, Basketball, Hockey etc. |

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