**The PE Shed**

**Tag Game:** Submarine Tag

**Recommended Age Range:** Grade 1 - Grade 6

**Focus:** Movement, coordination, overarm throw, dodging and teamwork

<table>
<thead>
<tr>
<th>Equipment</th>
<th>Setting Up</th>
<th>Description</th>
<th>Further opportunities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soft Dodgeballs</td>
<td>Mark out a playing area.</td>
<td>Boats (taggers) have to chase and throw their cannonballs at the submarines (other students).</td>
<td>Differentiation</td>
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<td></td>
<td>Select 1-3 students to be catchers (Boats) and give them a soft dodgeball.</td>
<td>If a submarine is hit (below the shoulders), the must sink to the floor (on their back) and raise one foot (the periscope) pointing towards to the ceiling.</td>
<td>Easier:</td>
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<td>To get freed another submarine must push down the periscope (leg) of the caught submarine.</td>
<td>- Increase the size of playing area</td>
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**Variations:**
- Team submarine tag: Have teams against each other with one cannonball between the team. They must work together to sink other teams.

**Aim:**
- To sink all of the submarines. To improve the overarm throw.

**Rules:**
- Boats (1-3 taggers) have to chase and throw their cannonballs at the submarines (other students).
- If a submarine is hit (below the shoulders), the must sink to the floor (on their back) and raise one foot (the periscope) pointing towards to the ceiling.
- To get freed another submarine must push down the periscope (leg) of the caught submarine.

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