



Tail Tag

Description

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Students race to get the most 'tails' before time is up while being honest when they lose their tail.

Supplies

- Piece of cloth for each student

How to Play

1. **Prep work:** Make enough "tails" for each student by giving them a piece of cloth long enough to be tied to their belt loop or tucked in a pocket.
2. Set a large enough boundary for all students to be able to run around safely and give each student a piece of cloth.
3. Explain that the cloth is their 'tail' and they need to tuck it in their belt loop or put it partially in their pocket. Their tail must be visible and accessible to other students.
4. On 'Go' students race around the designated space trying to collect as many 'tails' as possible.
5. If a student's tail is grabbed they continue to play and collect other tails.
6. Remind students to be honest when their tail is touched and to give it to the correct student when this happens.
7. Several rounds can be played, having students count the number of tails they gathered at the end of each round. The round is over when everyone has lost their tail.

Activity Prompts for Reflection

- What was difficult to be honest about during this activity?
- What's a mistake you made during this activity?

- What's something you're proud of that happened during this activity?
- What would you do differently if we played this activity again?

Other Ways to Play

- Instruct students to race around like various animals with tails. Example: jump like a bunny, leap like a deer, waddle like a duck, etc.
- Make this into a team activity by splitting students into two groups and giving each a different colored tail. At the end see which team has collected the most tails of the other color.

Additional Notes

- Use the [SEL Activity Prompts](#) to tie other SEL competencies to this activity.

Category

1. Activities
2. Responsible Decision-Making

Sel-competency

1. Responsible Decision-Making

Allotted-time

1. 15-20 minutes

Themes

1. Exercise