

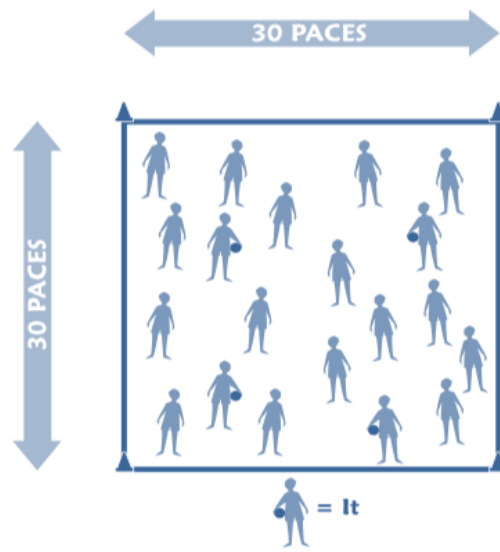
Reindeer Games

Ready

- 4 cones (for boundaries)
- 1 fluffball/scarf per 5 students (to designate “Its”)

Set

- Create large (30X30 paces or greater) activity area.
- Scatter students within boundaries.
- Identify 1 in 5 students as “It” with a fluffball/scarf.



GO!

1. The object is for “Its” (Elves) to tag and freeze Reindeer.
2. On “Go,” Reindeer move inside the boundaries. When you hear, “Reindeer Tag,” Elves chase Reindeer. Elves, use the fluffball/scarf to gently tag any Reindeer.
3. If tagged, freeze in a reindeer stance by straddling your feet wide apart.
4. You become unfrozen only when another Reindeer (who has not been tagged) crawls through your legs.
5. “Its” (elves) may not tag you while you are helping someone by crawling through their legs.
6. (Switch “Its” every minute or so.)