

Hunter

The number one favourite tag game for children all around the world!



Mr Funology

Games For Engaging Teachers

Game Type: Physical Education

Recommended Ages: 6+

Number Of Players: Whole class

Equipment Required: Sashes

Where To Play: Playground

Duration: 20 minutes

Objective

The objective of Hunter is to be last Prey caught by the Hunters.

How To Play

Step One: Choose three students to play the Hunters. They chase everyone else. They must wait with you while the other students run away and hide. Explain that a blow of the whistle will signal the start of the game and another blow of the whistle signals the end, at which point all students must return to the starting point.

Step Two: All the other students must put on a sash then run and hide, they are the Prey.

Step Three: Give the Prey 30-60 seconds to get away. When you blow the whistle, the Hunters can chase the Prey. If a Prey is tagged, they must give their sash to the Hunter and they then become a Hunter themselves. The Prey must give their sash to the Hunter who caught them as a trophy *Hint: Reinforce to the Hunters that the Prey must take their own sash off if they are caught to avoid overzealous sash grabbing.*

Step Four: The game ends when all the Prey are caught. Blow the whistle to signal the end of the game.

Variations

Teacher: Teachers can get involved but be prepared to do some running because it seems there are few things students love more than catching a teacher!

Virus: In the Virus variation, the teacher has a marker pen. The virus is a terrible disease transmitted via the pen. Whenever the teacher tags a student they put a dot on their hand. The student now has the virus but it is not fatal ... yet. If a student is tagged a second time and receives a second dot on their hand, they must sit out the rest of the game.