

Game/Activity: PE Online Resources
Grade Level: K to 12
Description: Below are a variety of kindergarten gym games that are easy to organize with little to no equipment.
<i>Contributor:</i> Kari Rowe - Unsworth Elementary

Kindergarten Gym Games

- Games
 - **Frozen Tag** – When tagged stand with arms out. To be freed, a student can run under both arms.
 - **Poison** – Half kids on each side of the gym. The small soft balls are balls of poison. The object of the game is to throw all the poison to the other side.
 - **Zoo Tag** – place 6-8 hula hoops in center. Students move like animals, when tagged go stand in ‘cage’, count to 5 and then go play again.
 - **Worm Tag** – Two Birds will be the taggers. The worms move on the floor without using their knees. When tagged they make a downward dog and another worm needs to squirm underneath them.

- **What time is it Mr. Wolf?** – An adult starts as the wolf and then children are added to the line as they get tagged.
- **Firefighter Tag** – Three people are it, three people are firefighters. When tagged the child will sit down with their hand in the air. The firefighters come and take them to safety. Safety can be a designated area of the gym. Once in safety they can go back and play.
- **Orca Tag** – Taggers are orcas, they swim in the middle of the gym. Students/salmon line up against the wall. When the teacher yells Orca, all the salmon try to swim to the other side of the gym. If tagged students stand where they were tagged and become seaweed. Seaweed helps the orcas by distracting the salmon but do not tag them.
- **Scarf Tag** – Taggers have a scarf. When they tag someone, they pass on the scarf and the new person becomes the tagger.
- **Cone Tag** – Set out five large cones on 1/3 of the gym. Taggers get to tag on only the other 2/3 of the gym. When tagged the kids run to the small area and touch each cone before running back to the bigger side of the gym.

- **ABC Tag**- Two kids will be teachers and three kids are taggers. When tagged the kids run to a teacher and sing the alphabet song, then they can join back into the game.
- **Emergency** – Kids are on a line driving firetrucks. Green light – walk fast. Yellow light – walk slow. Red line – stop. Emergency – Make a siren sound three times.
- **Ball Tag** – Taggers have a soft ball to tag with. They tag students with the ball by touching them lightly with it.
 - **Yellow ball** – Students do three star jumps and then can play again.
 - **Blue ball** – Students do one burpee and then can play again.
 - **Green ball** – Students touch their toes five times.