

## **FREEZE TAG (games without tools)**

Video of the game <https://youtu.be/xjiwQTK0wkg>

### **Aims and Learning Outcomes**

- Child follows the rules of the game
- Child develops attention skills
- Child cooperates with others

**Time:** 20-30 minutes

### **TEACHING-LEARNING PROCESS / ÕPETAMISE ÕPPIMISE PROTSESS**

PREPARATION: Game zone and the Tag is chosen, who will start chasing others.

THE GAME: Player who is touched by the Tag will freeze. Others will try to unfreeze them by touching the frozen player and calling their name, for an example: "Free Mari!"

When the player is unfrozen they can run away from the Tag once again.

The game ends when every single player is frozen.

### **Concept Learning**

active game, co-operation