

MAGIC TAG

Before You Start:

Demonstrate safe tagging:

Light touch, like a butterfly wings, on the shoulder

Unsafe tags: hard contact that might cause the person being tagged to fall

Demonstrate that when you get tagged you turn into a magic wand.

Demonstrate how you turn the magic wand back into a person.

Designate 3 magicians to start the game.

Review the boundaries and the consequence for going outside them, you automatically become a magic wand

Set Up:

Designate a large play area with clear boundaries which has room for players to run

How to Play:

The object of the game is to avoid being tagged by the magicians who are trying to turn everyone into magic wands.

If you get tagged by the magician you turn into a magic wand and freeze.

You stay a magic wand until two people join hands creating a circle around you and say "Abracadabra!" to undo the spell.

If you are not tagged you are avoiding the magicians and undoing the spell for the magic wands.

Rotate the magicians so that everyone has a chance to be the magician.

Variations:

You can make undoing the magic wand sillier with a dance and a song.

Pre-K: Instead of joining hands to create a circle around a magic wand, two players must simply shake hands and say the magic word, abracadabra, to undo the spell.

Watch how to play [here](#)