

Activity name	Resources needed
Caught Last Ninja	Space for movement
Activity explanation	
<p>This is a variation on the game of tag (or tig). A child or adult is “on” and proceeds to chase other children until they catch them. When they touch another child they say if possible “caught last ninja” but this is not compulsory. Unlike tag the person who is “on” remains on and the person they have tagged is “on” as well and begins to chase other children. This means that 2 people are on, then 3 then 4 etc until only one child remains and the game ends. The last child to be tagged is called the “last ninja”. The game is chaotic, fun and incredibly physically active.</p> <p>This game removes the stigma attached to “tag” as children are not singled out or feel anxiety about being “on” and is brilliant for getting under confident children into physical group games. Now when they are caught they are part of a group rather than an individual and can have as much fun running and chasing as they do running away.</p> <p>Tips for smooth playing.</p> <ul style="list-style-type: none"> • Warn children in advance that they will not know who is “on” so they should run from everyone. • Explain to children that even when they are on people will still try to tag them as it is impossible to know who is on in the chaotic movement. • Join in as an adult whenever children appear to be struggling but NEVER attempt to win. • Make 2 people or even 3 on at first if you feel the children might struggle to catch each other • Mark out a playing area with chalk or rope. A large area will make for a much longer game than a smaller area so sometimes the small area works best. <p>Differentiation</p> <ul style="list-style-type: none"> • For children who have difficulties with running, disabled children or for very broad ability groups the game works just as well crawling or with whatever movement the child is comfortable and capable of. Wheel chair last ninja is particularly effective. • For a more boisterous game encourage the children to grab one another rather than a simple tag. This will increase levels of physical contact and enable some much needed rough and tumble play which is one of Bob Hughes Essential Play Types. 	
Benefits	
<p>This variation of tag massively increases the level of physical activity compared to standard tag. It also increases cross lateral movement, improves control, coordination and confidence and in addition helps children gain awareness of space, of themselves and others. Most importantly it helps support a sense of joy in movement and removes some of the stress associated with standard “tag” games.</p>	