

CRITTER DASH

READY

EQUIPMENT:

CONES

SET-UP:

RECTANGULAR BOUNDARY

NUMBER OF STUDENTS: 15 +

TIME: 15 MINUTES +

EXPLAIN

- 1 Line up! You are the “critters” and I am the “fox.”
- 2 When the “fox” says “Go,” the “critters” must pick up one cone and bring it back to your side without getting tagged by the “fox.”
- 3 If tagged, the “critters” must drop the “food” and become a “tree.” “Trees” can tag “critters,” but they cannot move their feet.
- 4 Play until all cones have been taken or until all “critters” have been tagged.

✓ **For Understanding:**

- How do you become a tree?
- How many cones can you grab?

GAME TIP:

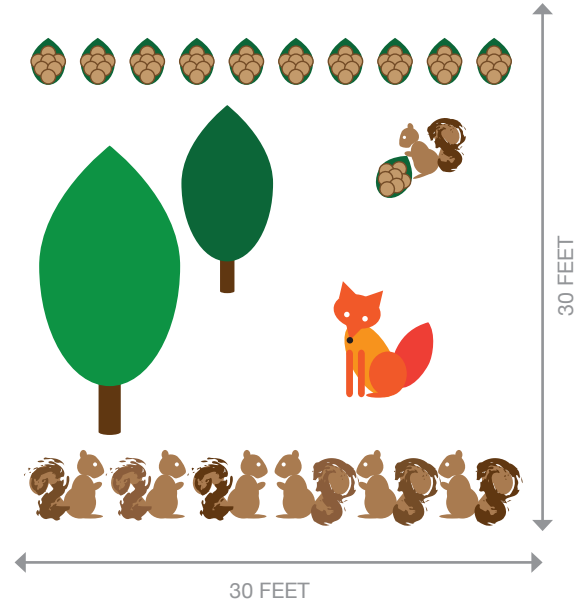
- Demonstrate to students.

CONFLICT RESOLUTION TIP:

- High five a player that makes it back.

INDOOR TIP:

- “Critters” can run when a color they have on is called.



PLAY → REP IT OUT!

- **EASY:** Grab more than one cone.
- **MEDIUM:** Have 2 or 3 foxes.
- **HARD:** Use flags/pinnies as tails, grab tails instead of tagging.

CATEGORY:

TAG

ENVIRONMENT:

LARGE PLAYGROUND

GRADES:

K-5

FITNESS FOCUS:



BACK-UP GAMES:

ANTS AND EXTERMINATORS

MOUNTAINS AND VALLEYS

STEAL THE BACON
asphaltgreen.org/REP