

Partner Tag

Activities to Get Groups Moving

ICEBREAKERS AND TEAM BUILDERS TO BUILD COMMUNITY

OBJECTIVES

- To support participants to connect with each other
- To energize participants, especially when energy is low

MATERIALS


- None

SETUP

- The facilitator should have participants create as much unobstructed floor space as possible in the room.
- Look for any hazards that need to be moved for people to safely run around the room.

INSTRUCTIONS

1. **Motivate** participants by announcing, "**Let's get some energy into the room.**"
2. Have participants **partner up** by asking them to find their **outfit twin**. Once people find a partner, they can **high-five** their partner and **hold their high-five in the air** so that the leader can see that everyone has a partner.
3. **There should not be groups of three** in this game. If there is an uneven number, the **facilitator should partner** with someone.
4. Once everyone has a partner, have them **choose one person to be PARTNER A and the other person to be PARTNER B**.
5. Announce to the groups that in a few minutes they will be **playing tag**.
6. **Ask, "How do we remain safe and have a great time playing this game?"** Participants should remind one another to **not push, run, or jump over or under furniture**.
7. Ask PARTNER B to **raise** their hands.

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Partner Tag continued

8. **Announce, "You will be playing partner tag, and that means that you play tag only with your partner."**
9. **PARTNER B** will be **"it" first**.
10. When PARTNER B tags PARTNER A, their **roles reverse**, and PARTNER A will try to tag PARTNER B.
11. The **objective** of the game is to not be "it" as much as you can!
12. Ask the group if there are any **questions**, then **say, "Ready, GO!"**

DEBRIEF

- What did you notice as people began to play the game?
- What strategy did you use to play the game? What strategy would you use in another round?
- How do activities like this build connection? How do they build community?