

Streets and Alleys

Objective

to tag the person who is the runner

Requirements

Number of Players: 16 to unlimited

Ages: 7 and up

Activity Level: high

Equipment: None

Description

First you must pick someone to be it and have someone be the runner (the one to be chased). Line the rest of the group up side by side in even rows. Everyone within the rows must join hands and spread out evenly. The caller who will yell out streets or alleys is usually the adult leader. Start by practicing the movement between STREETS and ALLEYS. Everyone holding hands will drop their neighbors hands and turn a quarter turn to their left and join hands with the new neighbors.

Playing tag like you normally would, the runner and chaser must stay between the people. The caller at anytime can yell out "ALLEYS" and the caller can then yell "STREETS" whenever they want to. Again you turn a quarter turn and grabs hands again. During this time the chaser and runner are still playing tag and they continue to chase and run while the caller goes from calling alleys or streets. The game continues until the chaser catches the runner OR you can call out REVERSE and the it becomes the runner and vice versa. Chose new people to run once someone has been caught.

One way to add to the fun of this game is to add in the element of "LAMP POST". Everyone becomes a lamp post by raising their hands straight up above their heads the putting their palms together (thus looking like a lamp post). This is used when the person being "the chaser" is having a hard time catching up with the person they are after. When you call out "LAMP POST" then the chaser can run anywhere to catch the runner.