I learned this activity from Sue Bynum who taught it at the Fun PE Summer Class. She credited Physed Games.

**Fresher** is a tagging game. However, a player may only tag someone that they are "fresher" than. For a player to become fresh, they need to touch the baseline on their end of the gym.

When tagged by someone who is "fresh" that person will go to jail. I put one cone about 10 feet away from the oppositions fresher/baseline - this makes it a little easier to rescue players in jail. The first player in jail touches the cone with their foot. As players join jail, they may create a chain. If a teammate makes it to any player in jail and touches them all the players raise their hand and rejoin their team.

If I had a class larger than 30, I would consider adding 2 jails on each side.

It is helpful for players who are chasing the opposition to shout/declare, "I am fresher than Jane/you!"

If players are confused as to who is fresher and they tag each other rock, paper, scissors to settle.

I generally play this activity 3rd grade and up but have had success with a 2nd grade toward the end of the school year.

Besides the Physed Games explanation on YouTube, you can find a video of my students playing on the Wilkespe website to under PE Videos 3.