

SMALL GROUP GAMES & TAG



2018-2019

SMALL GROUP AND TAG GAMES

STANDARDS

GRADE LEVEL	STANDARD	DESCRIPTION
2ND	2.M.1.1	Perform locomotor skills with proficiency in a variety of activity settings to include rhythms/dance
	2.M.1.12	Chase, flee and dodge to avoid or catch others while maneuvering around obstacles
	2.C.2.1	Describe the critical elements of locomotor skills
	2.C.2.2	Identify safety rules and procedures for selected physical activities
	2.L.3.1	Identify a moderate physical activity
	2.L.4.1	Identify how muscular strength and endurance enhances performance in physical activities
	2.L.4.3	Identify that a stronger heart muscle can pump more blood with each beat
	2.R.5.1	Identify ways to cooperate with others regardless of personal differences during physical activity
	2.R.5.3	Describe the personal feelings resulting from challenges, successes, and failures in physical activity
	2.R.6.1	Identify ways to use physical activity to express feeling
	2.R.6.3	Identify ways to contribute as a member of a cooperative group
3rd	3.M.1.2	Strike a stationary object from a stationary position using body parts so that the object travels in the intended direction at the desired height
	3.C.2.1	Identify the importance of purposeful movement and its impact on quality of performance
	3.C.2.2	Understand the importance of safety rules and procedures in all physical activities
	3.L.3.1	Identify a moderate physical activity
	3.L.4.1	Describe how muscular strength and endurance enhances performance in physical activities
	3.L.4.3	Identify appropriate physical activities that result in the development of cardiorespiratory endurance
	3.R.5.1	List ways to work cooperatively with peers of differing skill levels
	3.R.6.1	List personally challenging physical-activity experiences
	3.R.6.3	Identify ways to celebrate one's own physical accomplishments while displaying sportsmanship

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STANDARDS

GRADE LEVEL	STANDARD	DESCRIPTION
4th	4.M.1.1	Apply movement concepts to the performance of locomotor skills in a variety of movement settings
	4.M.1.8	Throw balls of various sizes and weights to a stationary partner from varying distances using a correct overhand motion
	4.M.1.9	Perform a teacher-designed sequence, with or without manipulatives, while demonstrating balance, coordination, clear shapes, purposeful movements and smooth transitions
	4.L.3.1	Identify a moderate physical activity
	4.C.2.1	Understand the importance of purposeful movement in a variety of movement settings
	4.C.2.5	Detect errors in personal movement patterns
	4.C.2.9	Identify basic offensive and defensive tactics for modified invasion and net activities
	4.R.5.2	List ways to encourage others while refraining from insulting/negative statements
5TH	5.M.1.1	Apply locomotor skills in a variety of movement settings, while applying the appropriate movement concepts as the situation demands
	5.M.1.9	Perform a self-designed sequence, with or without manipulatives, while demonstrating balance, coordination, clear shapes, purposeful movements and smooth transitions
	5.M.1.10	Perform a variety of dances accurately
	5.L.3.1	Identify a moderate physical activity
	5.C.2.1	Apply purposeful movement to a variety of movement settings to include designing and performing movement routines
	5.C.2.8	Categorize basic offensive and defensive tactics for modified invasion and net activities
	5.R.6.2	Explain the benefits of physical activity
	5.R.6.3	Explain ways to celebrate one's own physical accomplishments while displaying sportsmanship

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CROSSOVER

Space: Field Area

Equipment: 8-10 hula hoops

- Divide class into two teams
- One team (the runners) begins at one end of a designated area and the other team (the taggers) is at the other end
- On the signal, the runners try to crossover the other team's end line without being tagged
- If they do crossover, they receive one point and return to the starting line and try again
- Hoops are spread out in the designated area and may be used as safety hoops (no tagging)
- If a student is tagged before getting to a safety hoop or crossing over the end line, they must return to the starting line and try again
- Play the game for 3-5 minutes and then switch roles

EVERYONE'S IT TAG

Space: Field Area

Equipment: Cones

- Establish boundaries in a field area using cones
- Every student is IT
- If a student tags another student, the tagged player must stand still, but they can tag runners that pass by
- If two players tag each other at the same time, both players, must stand still
- The game continues until there is only one player left

FLAG TAG

Space: Field Area

Equipment: 4 cones and 1 flag per student

- Section off an area (30x30) with cones
- Scatter students in area; each wearing flag
- The object is to avoid having your flag pulled and to pull others' flags
- Everybody is IT
- On the signal, move to pull others' flags while avoiding having yours pulled
- If your flag is pulled, pick it up, run outside the boundaries, do 3 jump tucks, put flag back on and rejoin game

GRAB IT AND GO

Space: Field Area

Equipment: Bean bags, rubber rings (need 30 or more objects)

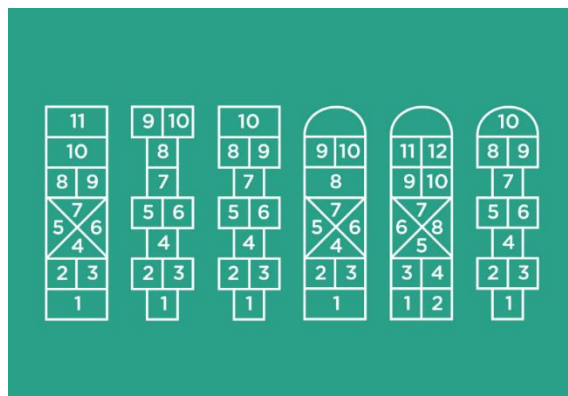
- Equipment is scattered behind safety lines (mark area with cones) along two sides of the playing area
- Two or three taggers are chosen to begin protecting the objects from being “taken” by the non-taggers
- At the “go” signal, non-taggers who are standing at “home” try to retrieve one object at a time from behind the safety lines and take it back “home” without getting tagged by the taggers (who can go anywhere in the general space)
- If they are tagged before getting home, they must return the object and start again
- Non-taggers are “safe” any time they cross into “home” and cannot be tagged by the taggers
- Set a time limit and count how many objects were taken home
- Select 2-3 new taggers and play again

HOPSCOTCH

Space: Hardcourt Area

Equipment: beanbag, pebble, or small object

- There are many different variations of Hopscotch
- It is best to play the game with a very small group or use as a station
- Each player should have some small object to toss which he/she can identify
- The first player throws the object into the number block
- If successful in getting it inside the lines, the player hops over this block and then hops into every block in order
- Where there are two blocks side by side, go into both at the same time; that is, jump and land with one foot in each box
- Upon reaching the end blocks, the player jumps into the air, turns about where the object is
- The player picks up the object, hops into this block and hops out
- The player throws the object into the number two block, hops into another one, hops over two and continues as before
- Each time the player starts over, the object is thrown into the next higher block
- Play continues until a “miss” is made by any of the following:
 - Tossing the object so that lands on a line or in the wrong box
 - Stepping on a line
 - Putting down the other foot, except on the first toss into block one, the object is left in the block where it was when missed
 - The first player to get the object to the end block is the winner, provided each person in the group has had at least one turn



OCTOPUS

Space: Field Area

Equipment: 1 Hula Hoop per group

- Have students get in groups of 3-4 inside a hula hoop, waist high and stand in a specified area marked with cones
- Select one group to be the taggers
- When the teacher gives the signal, all groups must move simultaneously and try to avoid the taggers
- If a group is tagged, they must perform a selected locomotor movement, for a prescribed number of repetitions and then return to the game
- After a few minutes, select a new tagging group and play again

QUICK SWITCH

Space: Field or Hardcourt Area

Equipment: 10-15 poly spots or bases

- For a class size of about 24-30 students, choose 3 taggers
- Also, choose 7 students to start out scattered standing on a poly spot
- The object of the game is to be standing on a poly spot when the game concludes
- When the signal is given, all students begin trying to switch with any student standing on a poly spot
- Any student at any time during the game can switch with someone on a spot by simply tapping them on their shoulder
- When a student on a poly sport is tapped on the shoulder, they must leave their sport and try to go to another spot
- They may not retap the person who just tapped them
- The taggers are trying to “slow down” everyone who is not on a spot by tagging them
- When a student gets tagged, the tagger will tell them a movement (10 jumping jacks, hop 10 times)
- The student who was tagged must perform that movement at the designated area and then return to the game
- After 2-3 minutes, the stop signal is given, and everyone freezes
- The students who are on a poly sport are the winners
- Select new taggers and begin again
- Music may be used as the signal for starting and stopping the game

PAIRS TAG

Space: Field Area

Equipment: None

- Have students choose a partner
- Select one of the partners to be IT
- That person tries to tag only their chosen partner
- If a tag is made, the "IT" designation switches over and the chasee becomes the chaser
- Only fast walking allowed, and 3 seconds must elapse between tags

PIRATE TREASURE

Space: Field or Hardcourt Area

Equipment: 1 hula hoop and 1 beanbag per group

- Divide students in groups of 4,
- One guard and three pirates
- Give each group a hula hoop and beanbag
- The beanbag is considered the gold
- The object of the game is to select one student to be the guard and guard the piece of gold (beanbag) placed in the center of the hoop
- The guard may not step into the hoop
- All students must circle the fold and the pirate that steals the gold without being tagged is the new guard

SORE SPOT TAG/HOSPITAL TAG

Space: Field Area

- Select one of two persons to be IT
- IT tries to tag any student
- When a student is tagged, the person must hold the spot where she/he was tagged (with one hand); but that person is still in the game
- Hold the first spot tagged with either hand
- Hold the next spot tagged with your only free hand
- Having no hands left, any student with a free hand may tag you
- This will allow you to free one hand and continue playing
- Play continues until only one or two players have hands available to tag others