



Participants learn about and practise moving around an activity area safely while avoiding getting tagged by the opponent.

Facility

- Gymnasium
- Multipurpose room
- Outdoors

Materials and Equipment

- 3 rubber chickens or other objects

Safety

Inspect the activity area and eliminate potential hazards. Check that the activity surface provides safe traction. Set boundaries for the activity a safe distance from walls and obstacles. Remind participants that a tag is a touch, not a push or a grab, and clearly define areas of the body that can be tagged (e.g., arms, legs, back).

Activity Information

Scorpion Tag

- Choose four to six participants to be taggers. Divide the remaining participants into small groups (e.g., two to three). Participants in each group link together by holding the shoulders of the participant in front of them to form "scorpions."
- The taggers chase the scorpions within the activity area trying to tag them. If the scorpion is tagged, the tagger joins the end of the scorpion, and the participant at the front of the scorpion now becomes the tagger.

Bird Tag

- Choose two to four participants to be taggers. Have participants spread out within the designated activity area. Scatter three rubber chickens throughout the activity area.
- The taggers chase the other participants within the activity area. A participant is safe from being tagged if he or she is holding a rubber chicken. Participants can hold a chicken for a maximum of five seconds before they must throw the chicken to another participant or drop it to the ground for another participant to pick it up.
- If a participant is tagged, that participant trades places and becomes "it."





Adaptations

To maximize the challenge and the fun, participants could identify their own ways to increase or decrease the challenge.

To decrease the challenge, participants could:

- Use different modes of travelling that will simplify the game (e.g., walking, speed walking).
- Run and the taggers walk.
- Decrease the number of taggers.
- Use an implement to help them tag others (e.g., pool noodle).
- Increase the size of the playing area.

To increase the challenge, participants could:

- Run only on the lines on the gymnasium floor while playing the game.
- Decrease the size of the playing area.

Pause for Learning

Throughout the activity, consider highlighting the following skills, concepts and strategies to help participants move around in a playing area safely while avoid getting tagged by the opponent. Note that this list is not exhaustive, and further learning opportunities may arise during the task.

Movement Skills and Concepts

- Locomotion: applying travelling skills to move around safely in the playing area (e.g., running very fast when being chased by the taggers, and slowing down when a tagger is not chasing you)
- Spatial awareness: moving effectively in different directions and pathways, and at different speeds, to be successful tagging or avoiding others (e.g., switching directions very quickly and unexpectedly when being chased by a tagger)

Movement Strategies

- Developing and applying appropriate strategies to avoid being tagged by the taggers, or to tag others (e.g., as a runner, constantly switching directions and moving into open space to make it challenging for the taggers)

Living Skills

Interpersonal Skills

- Demonstrating fair play by following the rules of the game (e.g., tagging gently, changing roles when tagged)
- Helping participants who are tagged re-enter the game

Sport Connections

Contains aspects of:



Canadian Physical Activity Guidelines

