

## Creature Tag

**Introduction:** Everyone loves a nice game of tag every once in a while. This game of tag reinforces some science objectives and gives students a chance to move, move, and move!

**Grade Level and Subject:** 1st Grade Science and P.E.

**TEKS:** Science – 6A  
P.E. – 1B, 3A, 3B, 7A, 7B, 7C

**Resource:** *201 Games for the Elementary Physical Education Program* by Jerry D. Poppen.  
ISBN: 0-13-042061-1

**Activity:** This is a game planned as a culminating activity of a science lesson in which the teacher has explained some characteristics of different organisms. Once the teacher is satisfied that the students are knowledgeable about their topic, the teacher should take the students out to the playground.

This game is a version of tag. The students are to begin in a “safe” area designated by the teacher. Once the teacher gives the signal, the students are to come out of the safe area, stay out in the “danger” zone (another area marked by the teacher), and eventually make their way back to the safe area without being tagged. The teacher may want to have a predetermined time that the students must stay in the danger zone before making their way back to the safe area. The students are to perform the following directions when they are in the danger zone:

- If the teacher has called out “sky” as the given signal, the students are to go into the danger zone while flapping their arms like birds. They are to continue flapping their arms until they are back in the safe area.
- If the teacher has called out “sea,” the students are to zigzag (like fish swimming) until they return to the safe area.
- When the teacher calls out “land,” the students are to hop like rabbits until they return to the safe area.

The taggers (the teacher is initially the tagger or chooses someone to be the tagger) are to chase the other students while performing the same actions as the others. If a student is tagged, he or she must then become a tagger. Game play continues until there is one person left, and that person becomes the tagger for the next game. The teacher should alternate which type of creature the students are to be for each venture into the danger zone.

An option would be for the teacher to add other characteristics and properties of animals to perform in the danger zone. The students might be able to develop some new characteristics with the help of the teacher.

**Evaluation:** The teacher should monitor and observe the students closely during the game.



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