

Landform Tag

Introduction: During a third grader’s academic year, he or she is responsible for knowing about landforms. With this simple activity, the students will have fun while retaining useful and necessary information.

Grade Level and Subject: 3rd Grade Social Studies and P.E.

TEKS: Social Studies – 4A
P.E. – 1A, 1B, 3A, 3C, 7A

Materials: Chalk

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

Activity: Before the game begins, the teacher needs to go to the gym or playground and mark (with chalk) some different areas on the playground. On one area, he or she needs to mark “Mountains and Valleys.” Another area needs to be marked “Oceans,” while another area can be marked “Rivers.” Finally, he or she can mark “Plains” as an area. Simple signs may be created and used if the teacher does not want to use chalk. If the teacher chooses to do so, place the landforms in a roughly accurate position on the playground according to a United States map.

The children can then come to the area to play the activity. Each child starts the activity on a landform, except for one child who is designated as “it.” The teacher will call out a landform. For example, he or she might say “Oceans.” The students are all to get to the ocean area without getting caught by the student designated as “it.” If a student gets caught, he or she will help the student named “it” to tag other students. A fun and more physical variation would be for the students to have certain movements they must make on their way to different landforms. As the students travel to each landform, they might want to make the following movements while running:

- Mountains and Valleys – Students act as if they are climbing as they move to this area.
- Oceans – Students can make swimming motions with their arms while moving to this area.
- Rivers – Students can act like they are paddling in a canoe while moving to this area.
- Plains – Students are allowed to run freely to this area since the plains are flat and steady.

Once most of the students have been tagged, the game can start again with another student being “it.”

Evaluation: The teacher will monitor all activity and make sure that the rules of the game are being followed.



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