

Robot Tag

Grades 2-5

BENEFIT

Moderate aerobic exercise

LOCATION

Grass, blacktop

EQUIPMENT

One jersey for every two players (optional), 24 cones

Tip

If no jerseys are available, have the girls play against the boys.

Students walk around like robots (A), trying to tag robots on the opposing team. One robot tags an opponent's on-off switch to shut that robot off (B). A tagged student in the off position bends at the waist and hangs her head (C). When a teammate flips the switch back on, by tagging it (D), the formerly frozen robot can reenter the game.

1 Establish boundaries for a medium-size square playing area (roughly 100 feet by 100 feet). Split the class into two teams; one team puts on jerseys. Have the two teams begin the game facing each other from opposite sides of the playing area.



2 All of the students pretend to be robots by placing one hand behind their own back; this hand is an on-off switch. The free arm should be rigid at the elbow, fingers extended. The students must walk like robots throughout the game; their movements should be stiff. The robots cannot run.



3 When you say "Ready, go," the robots from both teams walk toward each other. The goal is to shut off a robot on the opposing team by using the free hand to tag that robot's on-off switch. When a robot gets shut off, it must stop walking, bend over at the waist, and hang its head.



4 As robots walk around, they should try to avoid getting tagged, and they should attempt to free teammates who have been shut off. Tagging the on-off switch of a teammate who's been turned off turns that robot back on. The newly active robot stands up and rejoins the game.

