

Fast Games

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NAME OF ACTIVITY: Hospital Tag

GRADE LEVEL: 1-3

EQUIPMENT: 4 cones

SKILLS EMPHASIZED: fleeing, dodging, chasing, running

ORGANIZATION:

1. Designate game boundaries for tag and a space for the "hospital."
2. Students begin scattered inside the boundaries.
3. Everyone is "It."

DESCRIPTION:

1. On signal, all students try to tag other students without being tagged themselves.
2. The first time a player is tagged, he/she puts 1 hand on the tagged spot. On the second tag, he/she must put the remaining hand in the second spot.
3. When tagged a third time, the player goes to the space designated as the "hospital" and completes a re-entry task before rejoining the game with a clean bill of health!

TEACHING SUGGESTIONS:

1. Discuss appropriate tagging. For safe tagging, have students use a 2-finger tag.
2. Players may only tag with their hands.

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NAME OF ACTIVITY: Hospital Tag (*continued*)

VARIATIONS:

1. Two tags and the player goes to the "hospital."
2. Change locomotor movement from 1 game to the next (i.e. skipping, galloping).
3. Change the re-entry task.