



BEATER TAG

STUDENT TARGETS

- **Skill:** I will safely chase and flee from my classmates.
- **Cognitive:** I will discuss ways to safely chase, flee, and dodge.
- **Fitness:** I will be actively engaged during this activity.
- **Personal & Social Responsibility:** I will follow and apply all safety rules for the game.

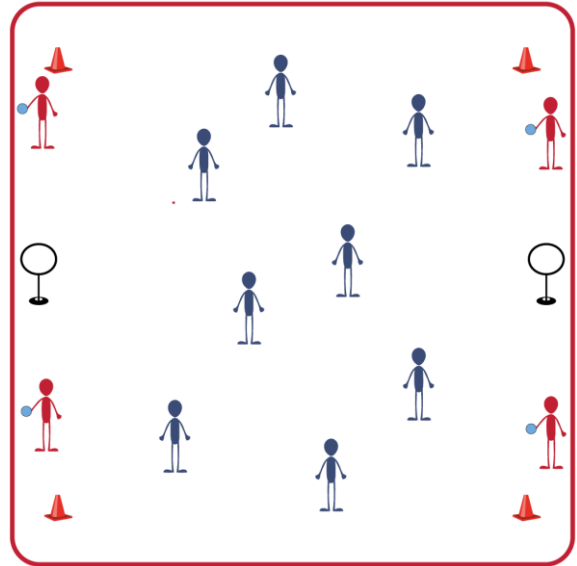
EQUIPMENT & SET-UP

Equipment:

- 4 bludgers (foam balls)
- 4 large cones to identify boundaries
- 2 hoop targets (hula hoop & slot cones, or a disc golf target)

Set-Up:

- Use large cones to set up boundaries for the activity space.
- Identify 4 students as taggers and have them begin outside the boundaries with a bludger (foam ball).
- Set up a hoop target at each end of the activity space (just outside of the boundary cones).
- Remaining students will spread out in general space inside the cones.



ACTIVITY PROCEDURES

1. This activity is called Beater Tag! The object of the game is to safely chase or flee from your classmates.
2. You will begin by spreading out in general space within the boundary cones. The Beaters (students who were selected as taggers) will begin outside of the boundary cones with a bludger (foam ball).
3. On the start signal, the Beaters will do 5 jumping jacks and then begin to chase and tag as many classmates as they can with the bludger (foam ball).
4. If you are tagged by a Beater, you will move outside of the boundary cones and gently tap one of the hoop targets before re-entering the game.
5. Beaters (taggers) earn 1 point for each classmate they are able to tag!
6. When you hear the stop signal we will change taggers and reset to play again.

GRADE LEVEL PROGRESSION

- **Grades 3-5:** Play as described above.
- **Grades 6-8:** Have students who are not Beaters (taggers) move with a broomstick (pool noodle). They must keep one hand on the broomstick at all times or it is considered getting tagged.

TEACHING CUES

- **Safety:** Be mindful of your surroundings while moving inside the boundary to ensure everyone is staying safe while both chasing and fleeing.
- **Communication:** Use encouraging and positive language with your classmates.
- **Etiquette:** Be honest if you are tagged and go outside the boundary to touch one of the hoop targets before re-entering the game.





BEATER TAG (continued...)

UNIVERSAL DESIGN FOR LEARNING

- **UDL 1:** Use brightly colored cones and equipment to mark the activity space and directions.
- **UDL 2:** Adjust the size of the activity space if needed.
- **UDL 3:** Allow for peer partners to work together.
- **UDL 4:** Provide both verbal and visual cues and directions.

ACADEMIC LANGUAGE

Beater, Bludger, Etiquette

PRIORITY OUTCOMES

Etiquette:

- Recognizes the role of rules and etiquette in teacher-designed physical activities.
- Identifies the rules and etiquette for physical activities/games and dance activities.

DEBRIEF QUESTIONS

- **DOK 1:** What is etiquette?
- **DOK 2:** Why are rules important during physical activities?
- **DOK 3:** How do following rules and etiquette for physical activities help keep everyone safe?

