



Tusker Tag

Tactical
Problems

Avoiding
Tags

Change of
Direction

Tagging
Players

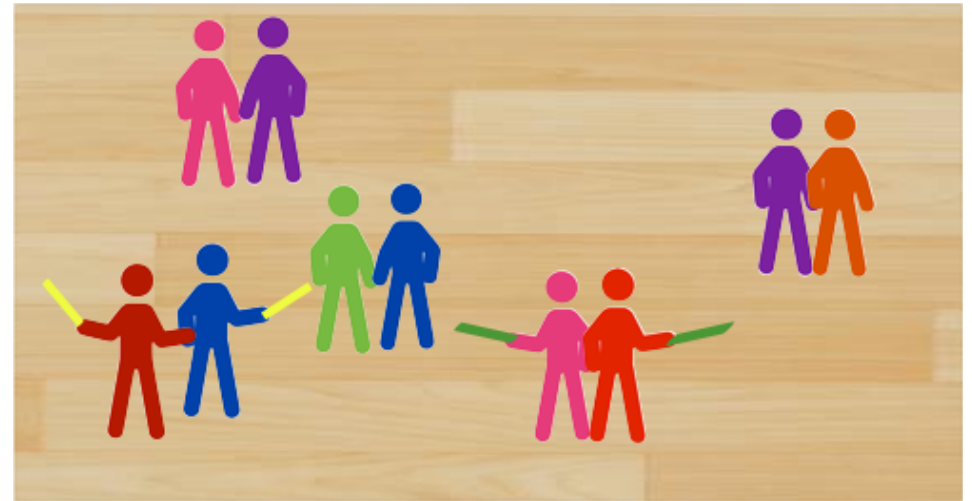
GRADES
3-6

Rules of Play

- The class is spread out around the gymnasium standing in pairs holding hands or wrists.
- A team of two is chosen to become the tusker team and is each given a learning tool made of foam such as pool noodle chopped in half.
- This is the tusker, and their objective is to touch the other teams of two with the tusker tool to freeze them in place.
- Once they are frozen, the team must raise their joined hands up in the air forming a bridge into which others from their team have to run through to unfreeze them so they can play again.
- If one pair is running and their hands come apart for any reason, they become frozen automatically and must remain there until another pair runs under their arms to unfreeze them..

Variations and Progressions

- By adding more tuskers to the game will increase the game intensity.
- When a pair is touched they become part of the tusker teams (by picking up their own tusker) until all the pairs of free students have been tagged.
- The space played in can be modified, the smaller the space the harder it will become to not get caught by the Tusker.



Game Info

Equipment

4 or 5 Foam shaped “tuskers” (pool noodles)

Safety

Make sure students are aware of appropriate touching with the tusker. Torso, legs and arms are acceptable.

Tactical Talk

How do you avoid being tagged by an opposing player?

How do you prepare your body to move in different directions?

How do you choose which player to tag?