# **FQCUS READERS**

## **Lesson Plan**

### **Tag Variations**

**Book:** *Get Outside in Fall* **Series:** Get Outside

Level: Beacon

#### **Objective**

To help students recall details about the signs of fall and use those details to invent new ways to play tag.

#### **Supplies**

- Get Outside in Fall book
- A large outdoor space for an active game

#### **Before the Activity**

Read Get Outside in Fall with students, or assign it to them to read on their own.

#### **Activity**

Chapter 3 ("Fun Outside with Friends") describes several fall-themed games. One is scarecrow tag. A scarecrow is something that farmers put in their fields to keep birds from flying in and eating their crops. Do a quick review of the rules for playing scarecrow tag:

• "To play scarecrow tag, one person is 'it.' If this person tags you, you become a scarecrow. You must stand with your arms and legs wide apart. You can't move. Another player must crawl through your legs to save you. Then you can move again." (pp. 16–17)

Bring students to the outdoor space and play a round of scarecrow tag. Play until only one person is left untagged. This person will now be "it." This person also gets to choose a new way for players to be unfrozen. The new rule should be based on something else related to fall. For example, "falling leaf tag" might require tagged students to wiggle their fingers high above their heads, gradually moving down toward the ground until another student taps them to unfreeze them. Or, "pumpkin tag" might have students crouch down and curl up when they are tagged, and other students could set them free by giving them a huge grin. After the student who is "it" explains the new rule, play another round of tag. When only one student is left, that student becomes "it" and gets to create a new version with a different fall-related theme.

#### **Evaluation**

Could students think of other objects or places that were related to fall? Could they create versions of tag based on these signs of fall?

