

## Purpose & SOL

- Students will review any math topic by playing a game of tag.
- Variety of Math SOL's.

## Materials

- Notecards with a math problem on one side (2x3, 12/4, 5+9, or clocks telling different times) and the answer on the back (about 8 notecards per class of 24 students). You may want to make a few “sets” of 8 to switch the cards out every so often.
- Best played outside – set up cones to show boundary area.

**Length**  
25 min.

## Introduction

Explain to students they will be playing a tag game and will be responsible for reviewing the math topic. Prior to beginning, review proper procedures for tagging (“butterfly tag” flutter your fingers on the shoulder).

## Implementation

## Tag

- 1) Explain that the “taggers” will have a card with a problem on one side and the answer on the other.
- 2) Explain that when a “tagger” tags a student, that student freezes, then looks at the problem and says the answer to the tagger.
- 3) For safety purposes, if students go “out of bounds” or dive/fall to the ground to avoid being tagged they are automatically tagged.
- 4) Explain that if the tagged student gets the answer correct, they are to take the card from the other student and they become a “tagger”. The original tagger is now a student to be tagged. If the student does not get the answer correct, the tagger shows them the correct answer, then goes on to try to tag other students.
- 5) Explain that in order to be a tagger, the student must be able to get the answer correct.
- 6) Continue play until cards have gone around many times.

## Cool Down

Students will be energized. Have them breathe in and reach up to the sky, breathe out and reach down to their toes. Repeat until they are ready to enter the building.

## Modifications

This game can be used for any flashcard activity, i.e. multiplication tag, division tag, addition tag, time tag, subtraction tag, state/capital tag, etc.

