Color Tag

Purpose & SOL
- Students will identify colors and say each color’s name while playing a game of tag.
- Science K.4a

Materials
- Attached cards or any colored objects
  - Clip Art courtesy of Microsoft Office
- Cones put around the playing area to make boundaries (best played outside)

Introduction
Take the class outside to show them the boundaries for Color Tag. Take a lap as a group around the playing field. Skip, jump, walk, run, etc. Explain the rules of the game.

Implementation

1) Choose 3-4 students in the class to be the taggers. Give those students a cone or other object to hold to indicate they are the tagger.
2) Students should skip, run, etc. around the boundaries trying to avoid the taggers.
3) Butterfly tags only. If a tagger tags a classmate, the tagger tells them a color to go to.
4) The tagged student will skip to a cone of that color and do jumping jacks while spelling the color (R E D - 3 jacks) For Kindergarten, have them do 3-5 jumping jacks while repeating the name of the color (red, red, red)
5) When they are finished with their jumping jacks, that student is allowed back into the playing field.
6) Switch up taggers every so often!

Cool Down
Before going back inside, have students collect cones and form a line. While in line, breathe in and reach up to the sky, breathe out and reach down to the ground.

Modifications
Have numbers or addition/subtraction/multiplication/division problems at each cone. Students must solve and complete the assigned exercise.

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Black

White

Brown