

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)

Length
15 min.

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

Tag

- 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.



Red



Orange



Yellow



Red



Orange



Yellow



Green



Green



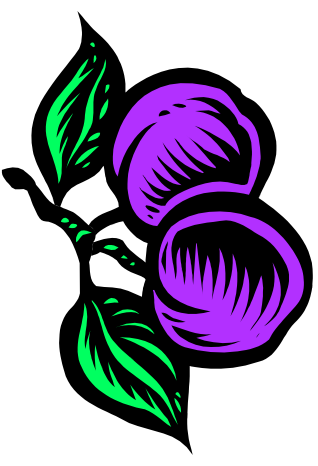
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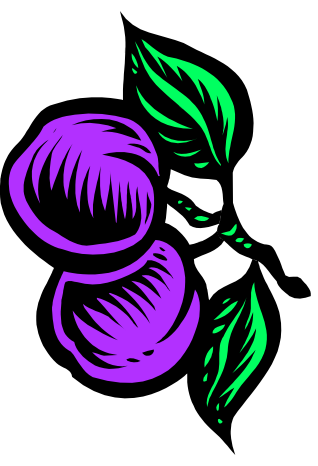
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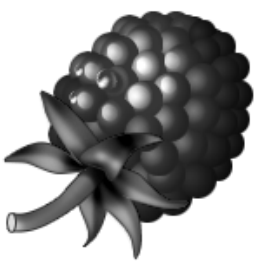
Purple



Purple



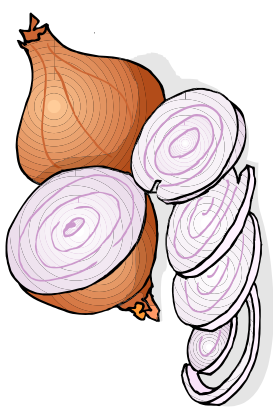
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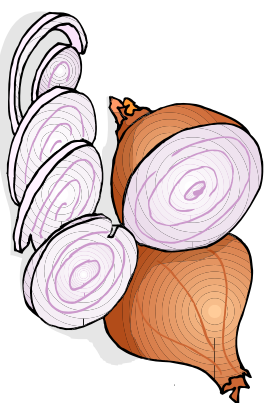
Black



White



White



Brown



Brown

