

Move of the Month

Tag

Materials:

- Task cards with answers on the back
- Perimeter of playing area set up or described to students

Directions:

- 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 student completes an exercise, outside of the perimeter, and does not become the tagger. The “tagger” helps the student find 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.

Tag is a great review game! It's easy to use with math facts, but any task cards will work with this activity! Tag can also be a great way to assess which students have not grasped the material and are 'out' doing an exercise.

Helpful Links

- [Greater Richmond Fit4Kids](#)
- [Common Classroom Exercises](#)
- [Video Demonstrations](#)