Assessment for P.A.:Design your own Physical Education game

Group Members: Ms. Spehler

Name of Game: Giants, Wizards, and Elves Tag

Resources used (where you found information about the game): http://www.mrgym.com/Tag/GiantsWizards.htm

Equipment needed: No equipment needed.

Object of game: Similar to Rock, Paper, and Scissor Tag. There will be two teams playing tag against each other. The object is to get as many players on your team to win.

Rules of Game:

* *How to play:* This is a team game. It is a variation of Rock, Paper, and Scissors. The playing area is the basketball court lines, teams will meet in the middle and run back to the baseline for safety. The teams are told that giants beat wizards by stepping on them, wizards cast spells on elves, and the elves bite the ankles of the giants (or something to this effect). Each creature has an action and this is shown to them before the game starts. The two teams are told to outwit the other team by choosing a creature that will beat the other team’s choice of creatures. Each team picks one creature, and then a backup creature in the case of a tie. The two teams then meet and following the leader, all together say GIANTS, WIZARDS, and ELVES! Then show their creatures action. The team that has the winning creature chases the other team past the rope on the losing team’s side. Whoever was caught before reaching that rope is now on the other team.

Safety Considerations:

* Use safe tagging methods
* Do not push or shove when running back to the end line.
* Make sure everyone knows what “sign” you are throwing before your team goes to play.

Muscle groups being used in activity: Legs- Quads and Hamstrings and Calves since this is a running tag game.

Basic PROJECT ADVENTURE skills being accomplish: Group communication, teamwork, and cooperation.

Describe how that PROJECT ADVENTURE SKILL is being used in your game: Teamwork is used in this game because the students must work together to make sure everyone knows what “sign” to throw next. If they do not work together the game will not work. They must communicate effectively to make sure that everyone throws the same sign. If they use poor communication they will not be successful.

Set Up (how does the gym need to be set, where does the equipment go?): The gym does not need to be set up. My game requires no equipment. But I would like the students to be set up into two teams on a line facing the middle to face each other. There should be 20 yards between the two groups.

Include a game diagram:

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 X = Students

 T= Teacher

🡨 safe zone

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