



Ready...

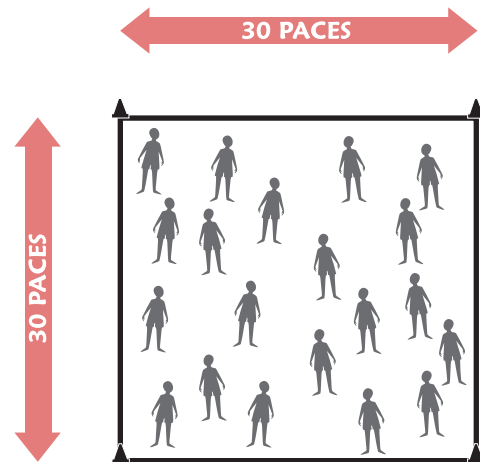
- 4 cones (for boundaries)

Set...

- Create large (30X30 paces) activity area.
- Scatter students within boundaries.

GO!

1. The object is to tag as many players as possible, while avoiding being tagged.
2. On “Go,” you are all “It.” Move inside the boundaries. When you hear, “Hospital Tag,” try to tag others, using a 2-finger tag.
3. If tagged, you have a “boo-boo.” Put a bandage (1 hand) on it.
4. Keep trying to tag others, now with your other hand.
5. If tagged a 2nd time, put your other hand on the new “boo-boo.”
6. When you receive your 3rd tag, move outside the boundaries to our “hospital,” and complete a wellness task (*pretend to wash hands, pretend to drink a glass of water, do an exercise, etc.*) and re-enter the game.



CHALLENGES

- ★ How many tags can you make before you “lose” both your hands?
- ★ Be kind, and tag those with 2 “boo-boos” to send them to the hospital for a quick recovery.

CUES

- ★ Use a 2-finger tag.
- ★ Be honest! If tagged, acknowledge it.

★ Pick a Card

(Identify 10-20 different re-entry tasks and write each on an index card. When players enter zone, they select top card and complete the task to re-enter game.)

★ MASH

MASH stands for Mobile Army Surgical Hospital. I will designate 5 MASH workers to move in our area; each in their own hoop (ambulance). When you have been tagged for the 3rd time, jog in place and call, "MASH." A MASH worker will come and take you to the hospital. Hold onto their hoop, move to a boundary cone, let go of the hoop, and jog 1 length of the area. When you arrive at the 2nd cone, re-enter the game. (Add more MASH units if needed.)



WELLNESS

Hopefully, you won't encounter an emergency often, but when you do, the emergency number 911 makes calling for help fast and easy. Whether you need the fire department, an ambulance or the police, call 911. An operator called a "dispatcher" helps you. They ask your name and the address where you are. Discuss with your parents when you should call 911, and practice giving the correct information. You could save a life!

STANDARDS ADDRESSED

NASPE

#1, 2 Spatial and body awareness, chase, flee, dodge

#3, 4 Cardiovascular endurance, agility

- #5, 6 Cooperation, accepting challenges

Your State (Write in here)

TONY'S TIPS

- If there are more than half of the students in the hospital at any given time, shorten the re-entry task.
- Change the locomotor movement often (skipping, galloping, etc.).
- Change the re-entry task to allow students to practice whatever skills they are learning at the time (e.g., basketball dribbling, volleyball passing, football throwing/catching, etc.).

NOTES

