



Just the Two of Us Tag Games

Equipment



Playing Area



Tactical Focus

Spatial Awareness

Fakes

Dodging

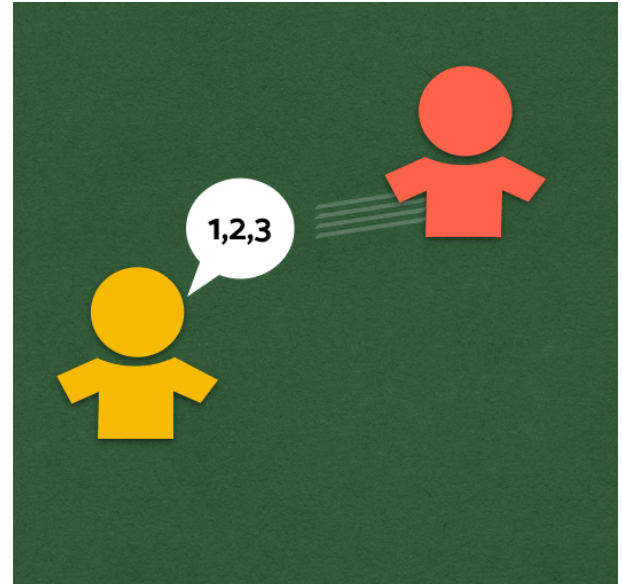
Evading Opponents

Catching & Tagging



Description

- Players Rock-Paper-Scissor to decide the tagger.
- Winner of RPS is the Tagger.
- Tagger counts to 3, during which time their opponent escapes.
- Tagger tried to catch opponent.
- If caught switch roles.
- New Tagger Counts to 3 and then begins chasing.



Modifications (Change It!)



Change it Up

Reduce the amount of time opponent has to escape.
Reduce the size of the playing area.



Change It!

Change the locomotor skills (skipping, hopping, jumping, etc).



Change it Down

Increase the amount of time opponent has to escape.
Increase the size of the playing area.



Assessment



Emerging

Players have difficulty avoiding capture and are often caught.



Developing

Players avoid capture but do not employ any strategies for evading tagger.



Competent

Players often avoid capture and employ strategies for evading tagger.



Proficient

Players are unable to be caught by the tagger.



Questions

What strategies did you use to avoid capture/capture your opponent?

How did you use the space available to avoid capture/capture your opponent?

How would changing the size of the playing space affect the game?