

The PE Shed



Tag Game: Superhero Tag

Recommended Age Range: Foundation - Grade 7

Focus: Movement, coordination, throwing, catching and teamwork.

Equipment	Setting Up	Description	Further opportunities
<p>Different coloured soft balls:</p> <ul style="list-style-type: none"> - Red Villain Balls - Blue Superhero Balls 	<p>1-3 Evil Villains (taggers) are selected and given evil villain red balls.</p> <p>1-3 Superheroes are selected and are given a blue superhero.</p>	<p>Evil villain taggers move around the playing area and their aim is to throw evil villain red balls at students below the shoulders.</p> <p>When students are hit, they are caught and must freeze with their hands in the catching position.</p> <p>To get freed, superheroes must throw blue superhero balls to them and then they must be thrown the ball back. If the ball is dropped, it must be repeated.</p> <p>Superheroes can be no closer than 2 giant steps from the person they are saving. Superheroes cannot get caught.</p>	<p>Differentiation</p> <p>Easier:</p> <ul style="list-style-type: none"> - Reduce evil villain taggers - Increase number of superheroes <p>Harder:</p> <ul style="list-style-type: none"> - Increase evil villain taggers - Increase throwing distance - Reduce number of superheroes <p>Variations</p> <ul style="list-style-type: none"> - Superheroes can be caught! - Remove the red villain balls and evil villains just have to tag.

Superhero Tag



Aim:
To improve throwing and catching.

How to play:

- Evil villain taggers move around the playing area and their aim is to throw evil villain red balls at students below the shoulders.
- When students are hit, they are caught and must freeze with their hands in the catching position.
- To get freed, superheroes must throw blue superhero balls to them and then they must be thrown the ball back. If the ball is dropped, it must be repeated.
- Superheroes can be no closer than 2 giant steps from the person they are saving.
- Superheroes cannot get caught.