

# Dog Yard Tag

**Developed by:** Cathy Walters

**Discipline / Subject:** Physical Education

**Topic:** This is a basic tag game that allows students to have fun with sound effects.

**Grade Level:** PK-3

**Resources / References / Materials Teacher Needs:** Designated playing area such as the outline of the basketball court and identification items, vests for the "its" (the wind) and armbands for the mushers. Each "it" needs a yarn ball or other soft ball for tagging.

**Lesson Summary:** The "its" are the wind and the rest of the players are Alaskan huskies. The "its" tag the huskies and they howl three times and freeze. The designated mushers may free the huskies by saying "Good dog" and patting them on the head.

**Standards Addressed:** Department of Physical Education

6.c Students demonstrate a willingness to participate with peers regardless of diversity or disability

6.d Students enjoy and interact with peers in a variety of physical settings

6.e Students resolve conflicts in an acceptable nonviolent manner

7.d Students recognize the benefits (social and physical) derived from participation in group games and activities

7.e Students show a willingness to follow rules, procedures, and safety guidelines in all physical settings

7.f Students behave in a caring and helping manner toward all peers

**Learning Objectives:**

The student will:

1. learn how to work together
2. learn to be both leader and follower and accept both primary and secondary roles
3. learn how to effectively communicate with peers
4. contribute to team goals

**Method of Assessment for Learning:**

Observe students for successfully accomplishing the task following the given guidelines

**Procedural Activities:**

1. Select one "it" (the wind) for every five to six players and have each wear a vest for identification
2. Select one musher for every ten players and have each wear an armband for identification.
3. Have the Alaskan huskies scatter throughout the playing area and blow a whistle to start the game.
4. When an "it" tags a husky with the ball the husky howls three times, sits on the floor, and freezes.
5. Mushers may free the frozen huskies by patting them gently on the head and saying "Good dog."
6. Play for two- to three-minute time periods then pick new "its" and mushers and start a new game.

**Materials Students Need: Sturdy shoes for running.**

**Technology Utilized to Enhance Learning:**

**Other Information: Playing longer than three minutes is not advisable because the "its" will get too tired.**

**Modifications for Special Learners/ Enrichment Opportunities**

**This is a game where children of all abilities can participate successfully.**