

SNOWMOBILE TAG

STUDENT TARGETS

- **Skill:** I will demonstrate self-control by following the rules and etiquette of Snowmobile Tag.
- **Personal & Social Responsibility:** I will write a sentence describing how I demonstrated self-control during this lesson.

TEACHING CUES

- Move Safely
- Follow All Rules
- Demonstrate Self-Control

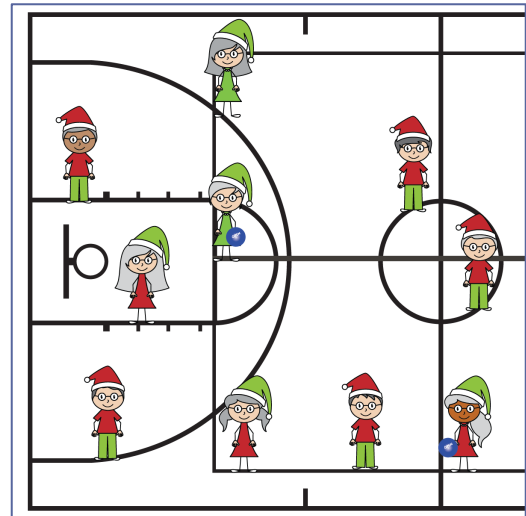
ACTIVITY SET-UP & PROCEDURE

Equipment:

- 1 large gym floor with various floor lines
- 2–4 foam balls for identifying taggers

Set-Up:

1. Scatter students throughout the area, each standing balanced with both feet on the same floor line.
2. Select 2–4 taggers. Give each tagger a foam ball.



Activity Procedures:

1. In very snowy climates, snowmobiles travel on a network of trails with packed snow and safe passageways. Today we're going to use the lines on our gym floor as snowmobile trails.
2. The object of the game is to stay on the trails (lines) while avoiding taggers. If you're tagged, step off the trail, complete 5 snowman-jacks, and then get back on and restart.
3. You can turn around on a line, but you can't step off. If you do, you tag yourself and you have to do 5 snowman-jacks to get back on the trail.
4. Taggers may jump from trail to trail (line to line). However, everyone must play at a walking pace.

SEL Integration:

- **KEYWORD:** SELF-CONTROL. Students will be extremely tempted to run and/or jump from line to line when it's not appropriate. These situations are perfect examples of SEL teachable moments and should be used to teach students about self-control, safety, and etiquette.

Grade-Level Outcomes:

- **Standard 4 [E5.K-8]** Recognizes the established protocol for class activities (K); Exhibits the established protocols for class activities (1); Recognizes the role of rules and etiquette in teacher-designed physical activities (2); Recognizes the role of rules and etiquette in physical activity with peers (3); Exhibits etiquette and adherence to rules in a variety of physical activities (4); Critiques the etiquette involved in rules of various game activities (5); Identifies the rules and etiquette for physical activities/games and dance activities (6); Demonstrates knowledge of rules and etiquette by self-officiating modified physical activities/games or following parameters to create or modify a dance (7); Applies rules and etiquette by acting as an official for modified physical activities/games and creating dance routines within a given set of parameters (8).