

## Star Wars Tag

<b>Grade:</b> kindergarten		<b>Subject:</b> PE	
<b>Materials:</b> noodles, red and blue		<b>Technology Needed:</b>	
<b>Instructional Strategies:</b> <input type="checkbox"/> <b>Direct instruction</b> <input type="checkbox"/> Guided practice <input type="checkbox"/> Socratic Seminar <input type="checkbox"/> Learning Centers <input type="checkbox"/> Lecture <input type="checkbox"/> Technology integration <input type="checkbox"/> Other (list)		<b>Guided Practices and Concrete Application:</b> <input type="checkbox"/> <b>Large group activity</b> <input type="checkbox"/> Independent activity <input type="checkbox"/> Pairing/collaboration <input type="checkbox"/> Simulations/Scenarios <input type="checkbox"/> Other (list) Explain:	
<b>Standard(s)</b> S1.E1.K Hopping, galloping, running, sliding, skipping, leaping S4.E6.K Safety		<b>Differentiation</b> <b>Below Proficiency:</b>  <b>Above Proficiency:</b>  <b>Approaching/Emerging Proficiency:</b>  <b>Modalities/Learning Preferences:</b>	
<b>Objective(s)</b>  Students will play star wars tag in a safe manor. Bloom's Taxonomy Cognitive Level:			
<b>Classroom Management-</b> (grouping(s), movement/transitions, etc.)  <input type="checkbox"/> <b>Grouping</b>		<b>Behavior Expectations-</b> (systems, strategies, procedures specific to the lesson, rules and expectations, etc.)  Students will follow rule and proceed to play tag in a sage manor, keeping noodle hits on legs and arms only.	
<b>Minutes</b>	<b>Procedures</b>		
0	Set-up/Prep: have noodles prepared		
5	Engage: (opening activity/ anticipatory Set – access prior learning / stimulate interest /generate questions, etc.)  Have students run around gym to star wars sound track		
5	Explain: (concepts, procedures, vocabulary, etc.) Play star wars tag: Split students into two teams, jedi and sith. Red noodles go to sith and blue to the jedi. Have them on opposite sides of the gym and when he music begins, the war starts. Students will commence in lightsaber battles. If a member of the opposite team hits them they must sit down and wait for a teammate with the same color noodle to tag them and get them back in the game. Play last till all one team is dead or until one star wars song is over. Then start another round. If a third color noodle available spit kids into three team with 5-10 minutes left.		
20	Explore: (independent, concreate practice/application with relevant learning task -connections from content to real-life experiences, reflective questions- probing or clarifying questions)  Play star wars tag		
2	Review (wrap up and transition to next activity): Have them put noodles away and line up for class.		
<b>Formative Assessment:</b> (linked to objectives) Progress monitoring throughout lesson- clarifying questions, check-in strategies, etc.  make sure kids are participating and being safe  <b>Consideration for Back-up Plan:</b> If class is being unsafe, take away noodles and play new game, possible time out.		<b>Summative Assessment</b> (linked back to objectives) End of lesson:  Look for motor skills. Running etc. If applicable- overall unit, chapter, concept, etc.:	
<b>Reflection (What went well? What did the students learn? How do you know? What changes would you make?):</b>			

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This is one of the best games I got to play and watch this year. Every kid is involved and it seems like every kid loves it. The class has played this game before so I didn't have to explain it more. I wish I was able to get more kids the third color noodle as that was the biggest complaint in the class. Over all this is a fantastic game.