

SCATTERTAG

Scattertag Overview:

Scattertag is an excellent warm up or cool down activity for grades 2nd-8th grade (depending on skill and maturity levels). It can be modified in many, many different ways to accommodate any students in their individual needs.

It involves 5 total levels, with the 5th level being "Ultimate Scattertag". For Elementary, I break down each level and the important components of each level below.

If you are a Middle School teacher, you could absolutely teach this without breaking it down into levels. It all depends on your students.

Scattertag Rules and Levels:

LEVEL ZERO: *(Everybody's It Tag)*

Consider starting with Everybody's It Tag. This is a well-known PE game where everyone is a tagger. It's a great lead up to Scattertag.

In Everybody's It Tag, anyone can be tagged by anyone (anyone can tag anyone). If you tag someone, you simply keep count of how many people you tag. No one freezes or is "out".

LEVEL ONE

Scattertag Rules

1) Everyone is "It" (anyone can be tagged, anyone can tag anyone):

This tag game is a free-for-all. Everyone is It. Anyone can tag or be tagged by anyone. Spread Out!

2) Anyone tagged must sit down:

If you are tagged, you sit down where you got tagged, immediately.

3) If it's a tie, you don't know, or you don't agree...ROCK, PAPER, SCISSORS, SHOOT: (Winner stays standing, Non-Winner sits down)

If you tag someone at the same time, play Rock, Paper, Scissors

If you don't know who tagged first or you don't know if you got tagged, play Rock, Paper, Scissors

If you don't agree on if you got tagged, who got tagged first, if you tagged someone, et cetera...play Rock, Paper, Scissors

If you win at Rock, Paper, Scissors, you stay in the game. **If you do not win**, you sit down.

Students playing Rock, Paper, Scissors CANNOT be tagged while playing.

Play until only one student remains OR for a short time (2-3 minutes).

If they have the rules down, and you feel confident they can handle some additional rules, feel free to move on to Level Two.

LEVEL TWO

Keep all of Level One Rules. Remind students of these.

Add in...

4) Tag Back In (from floor):

If you are sitting down, you may now tag people who are still in the game.

If you tag someone, you stand up and they sit down.

If the person you tag falls, you cannot get back up (unsafe tagging)

Unsafe tagging= tagging someone below their knees

You must stay on your bottom (if you dive or lift your "cheeks", you cannot go back in)

LEVEL THREE

Keep all Level One and Level Two rules.

Add in...

5) "Scatter" Rule:

Any time you yell out "Scatter!". The students who are out, can get up and move to a new area of the room.

They CANNOT tag.

They move and sit down after 3-5 seconds. I typically pause my music, allow them to move for 3 seconds, and play the music to have them sit down again. (Sometimes I'll yell out, DOWN)

This rule can be used to strategically trap people who are still in, by encircling them or forming a barrier to shrink the playing area. Kids are creative; it's really cool to see their ideas!

LEVEL FOUR

Keep all Level One, Two, and Three Rules.

Add In...

6) Circle Up Rule:

This rule was added in to help with any game that drags on a bit.

While students are playing, if I yell out "Circle Up", all students who are "in" must play inside my center circle, and all students who are "out" sit around the circle to create a barrier.

The students who are in, cannot leave the circle, or they are out.

The students who are out, can tag back in, IF they can sit and reach the players in the circle.

Once a player is eliminated, I yell "Scatter" and we all leave the circle.

LEVEL FIVE (Ultimate Scattertag)

Keep all Level One, Two, Three, and Four Rules.

Add in...

7) Ultimate Scattertag:

In this final level, students will be getting in the game in waves because now, if you get out, you must remember who got you out.

When the person who got you out gets out, you stand back up and rejoin the game.

This means that if I tag Billy, Sue, Tommy, Katie...and John tags me, I am out, and all those people I got out come back in the game.

There is "no targeting". Students cannot tell others who got them out.

Any students who have any problems remembering who got them out can be reminded or handed a note that tells them who got them out.

The only way to win Ultimate Scattertag is if you get everyone out by yourself.

Other Rules You Can Add In that I've Used in the Past:

1) Boundaries- If you step out of the playing area, you are out.

2) No Alliances- If you form an alliance and are caught, the alliance is out. OR if the teacher sees you avoiding tagging people near you, consistently, you can be called out.

3) Next Person Out- **If you get out from stepping out**, meaning no one got you out, you can get back into the game when the NEXT student gets out.

Disclaimer:

This game was created by Zeke Bailes in August, 2016.

Any modifications or accommodations are welcome in your own personal teaching spaces.