Name/Title: Zoo Tag

Prerequisites: Locomotor skills: running, skipping, galloping, jumping

Suggested Grade Level: 1-2

Materials Needed: Cones or floor markings

Description of Idea

Mark off the play area with four different locations to be for the different animals. Tell the children they can choose to be a zebra, kangaroo, antelope, or cheetah. Whatever animal they choose decides on how they should move during the game. Zebras gallop. Kangaroos jump. Antelopes skip. Cheetahs walk fast. Choose one or two children to be the zoo keeper whose job it is to round up the animals. If an animal is caught, they have to go to their appropriate space e.g. "cage" on the floor, all the while using the correct locomotor movement. To get back in the game another child is chosen to be a monkey and their job is to cause mischief by freeing all the animals from their "cages" even after getting caught.

Submitted by **Jimmy Matlock** who teaches at Stemley Road Elementary in Talladega, AL. Thanks for contributing to PE Central! **Posted on PEC: 4/18/2003**.

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