

# MineCraft – Dynamic Tag Game



Game Created by: Tom Luu at SEA School – Golden Valley, MN

Equipment: 4 Mats or cones to mark off (4 squares in the corners), cones to mark center circle, 5 Jersey colors (Red, Blue, Yellow, Green, Purple), Goggles (10 pair), Gator skin ball, ½ noodle

Standard 3: Participates regularly in physical activity. (Physical Activity)

Benchmark: Students will engage in moderate to vigorous physical activity.

Activity: Performs a variety of locomotor movements for 3–5 minutes

Standard 5. Exhibits responsible personal and social behavior in physical

Activity settings. (Behavioral Skills)

Benchmark: Students will apply, with teacher reinforcement, classroom rules and procedures and safe practices.

Activity: Plays fairly during simple games. Verbalizes rules and procedures. Moves safely during exploratory activities.

Yellow Jerseys –Skeletons! Skeletons use bows and arrows (a soft gator ball). And shoots (throws) the ball at people. They cannot throw into the houses and can't tag. If hit by an arrow, students goes to the Spawing Spot.



Green Jerseys –Creepers, creepers can tag people. Creepers also have explosive powers. If a creeper touches one the Mats (houses), they can starting counting, when they get up to 5 seconds, they explode and anyone in the house is dead, they go to the middle mat (Spawing Spot).



Red Jerseys –Spiders or ooze or zombies! They can tag people and their special power is they can stand outside a house and reach in (both feet must be on the ground). And tag people inside the houses (students that are on the mat).



Purple Jerseys –Enderman, enderman can tag people but they also can teleport into the houses. If they touch the mat with 1 foot, they start counting up to 5, when they get up to 5 they can go into the houses and tag people. They can only stay in the houses for up to 3 seconds and must get out after that.



Blue Jerseys and Goggles - Zoomies – Zoombies wear goggles and tag oersons, They tag oersons in the legs or arms. If the Oerson is tagged in the arm they hold it behind them and run around without the arm. If they get tagged in the leg they have to lift that leg and hop. Once they lose all 4 limbs they go the Spawing spot.



Everyone in the spawning spot can get out when there is a jail break called by the teacher. When in the spawing spot you must sit down. Anyone without a jersey can rescue one person in the spawning spot by holding onto the oerson's wrist/hand and walk or jog to the house. You cannot be tagged as long as you stay connected. They can rescue one person at time.

Diamond Sword (1/2 Noodle): The teacher can toss the Diamond sword out at any time during the game. Any Oerson can pick up the Diamond Sword. They can tag the Zoombies, Creepers, spiders, or Skeletons with it. This will freeze them temporarily. They need to do 10 jumping jacks or pushups before they enter the game again. Once the Oerson gets tagged with the Diamond Sword they must immediately drop it and any other Oerson can pick up the diamond sword.

