



OVERVIEW

Magic Spell Tag

To put spells on others by tagging them (if you are the spell-maker) or to avoid being tagged and to rescue tagged people (if you are anyone else).

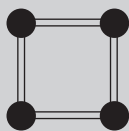
ENERGY



COMPLEXITY



GROUPING



LOCATION



Materials

none

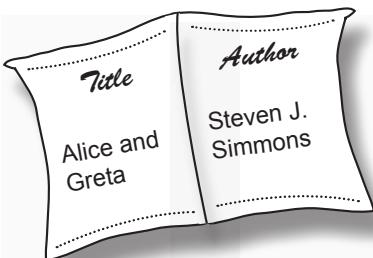
Preparing

- Designate one student to be the spell-maker (IT).
- Establish game boundaries.

Doing

- When the leader gives the signal, the spell-maker begins chasing everyone else.
- When the spell-maker tags another the student, the student must immediately transform into a frozen pantomime of a terrible monster.
- A frozen student can be “unfrozen” by two students who break the spell by joining hands around the frozen student.
- Play continues until time runs out or until all students are frozen.
- It is also acceptable to set a time limit and then choose a new spell-maker.

LitART Recreation



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