

NAME OF ACTIVITY: Hospital Tag	TYPE: Pursuit and Evade
CYCLE: I, II, III	ACTIVITY LEVEL: H
TACTICS: Use of open space, avoiding others.	
QEP: Comp. II, opposition, using space available, encircling opponent.	
PURPOSE: To tag others while avoiding getting tagged as well.	
PREPARATION: Indoors or outdoors, allow players 5 seconds to scatter around the playing area	
MATERIALS: None needed.	
PROCEDURE: All players will scatter into their own position on the playing area and will await the signal to begin the game.	
INSTRUCTIONS: The basic rules are the same as tag. However, you have “3 lives” so to speak. The first time you get tagged, depending on where you get tagged (i.e. arm), you cannot use your arm anymore. The second time you are tagged, that body part also becomes numb. The third time you get tagged, you are sent to the hospital, which would be any area outside of the playing surface. The game is over when there is only a few people left or if the instructor tells everyone in the hospital to get back in the playing area to restart the game.	
ADAPTATION/VARIATIONS: Static bases could be added. A variation of this game would be for the player to cover their “wounds” the first and second time they are tagged with their hands, but still being able to move their body parts. On the third time they’re tagged, they are sent to the hospital.	

DIAGRAM:

