

NAME OF ACTIVITY: Zombie Tag	TYPE: Special
CYCLE: I, II, III	ACTIVITY LEVEL: H
TACTICS: Do not get close to person with ball in hands, use the open space to avoid getting hit by ball or caught by zombie.	
QEP: Comp. II, using the space available, moving the object towards opponent, encircling opponent.	
PURPOSE: To try to remain a “human” in the game for as long as possible.	
PREPARATION: Everyone finds a spot on the playing surface.	
MATERIALS: 2-3 balls.	
PROCEDURE: Participants are scattered around the playing area awaiting the balls to enter play.	
INSTRUCTIONS: Players must try to get a hold of the “zombie balls”. Once they have possession of the ball, they are not allowed to move and must try to hit another player by throwing the ball between his/her legs, much like the football hut. If a player is hit by the ball, they in turn become a zombie. A zombie puts one foot in a hula-hoop. They can move around the playing area in an attempt to tag someone, who will then take the zombie’s place. Another alternative is to touch all 4 walls or to grab hold of the zombie ball in order to be “dezombified”.	
ADAPTATION/VARIATIONS: Alter the way players may throw the ball. Increase or decrease the number of balls in play. Allow for a certain number of steps with the ball in possession.	

DIAGRAM:

