

GIANTS, WIZARDS, & ELVES



| CATEGORY: | ENVIRONMENT: | GRADES: | BACKUP GAMES: |
|-----------|------------------|---------|---|
| TAG | LARGE PLAYGROUND | 3-5 | 10 SECOND TAG / CROWS & CRANES / ONE OR ALL |

READY

Equipment: none

Set-Up: rectangle boundary

Number of Students: 10 +

Time: 15 minutes +

EXPLAIN

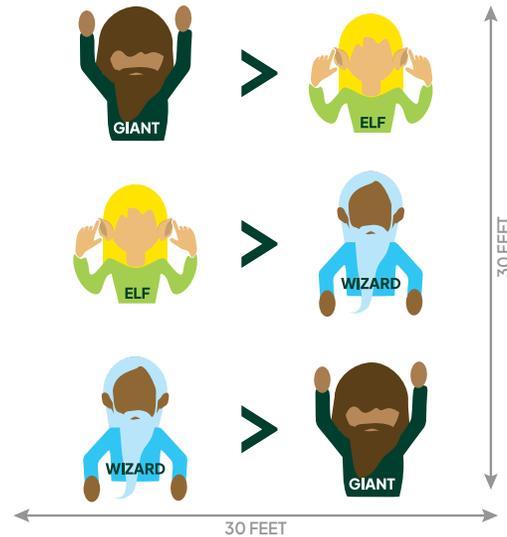
1. Line up! We are going to make two teams.
2. These are the rules:
 - "Giants" beat "Elves" by holding their arms straight up in the air.
 - "Elves" beat "Wizards" by touching the top of their ears with their pointer fingers.
 - "Wizards" beat "Giants" by holding their arms straight out in front of them.
3. Both teams huddle on opposite end lines and pick 1 of the 3 characters to be.
4. Both teams meet in the middle standing across from each other.
5. On the count of 3, teams reveal their characters. The winning team will become **taggers** and chase the other team back to their line.
6. If players are tagged before reaching the line, they join the other team.

✓ Check For Understanding:

- Who do "Elves" beat?
- What do you do when you're tagged?

PLAY → REP IT OUT!

- **EASY:** Practice the motions first.
- **MEDIUM:** Hop instead of run.
- **HARD:** Crab-walk instead of run.



GAME TIP:

Keep playing until everyone is on one team.

CONFLICT RESOLUTION TIP:

Have students high-five each other. Re-huddle if both teams pick the same character.

OUTDOOR TIP:

Switch to skipping to lower the energy of the game.