

THE TAG GAME

The game which inspired THE TAG GAME was developed by
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Purposes

This is a delightful game which can be used as a mixer as well as to teach some important concepts. The specific purposes of the game are:

1. To acquaint students with one another and to set a cooperative climate in the classroom.
2. To create a classroom atmosphere in which ethnicity can be discussed openly.
3. To encourage students to look beyond sex roles and ethnic stereotypes.

Examples

- Round 1: The pupil wearing a blue triangle tag groups "himself" with three other persons wearing blue tags of varying shapes and sizes.
- Round 2: The pupil wearing the blue triangle groups with the other triangles of different colors.
- Round 3: This time the blue triangle groups with others on the basis of the size of badge.

Variation

Pupils divide into two teams and line themselves up according to some principle such as from smallest to largest feet. Each team tries to guess the organizing principle by which the other team is organized.

Materials

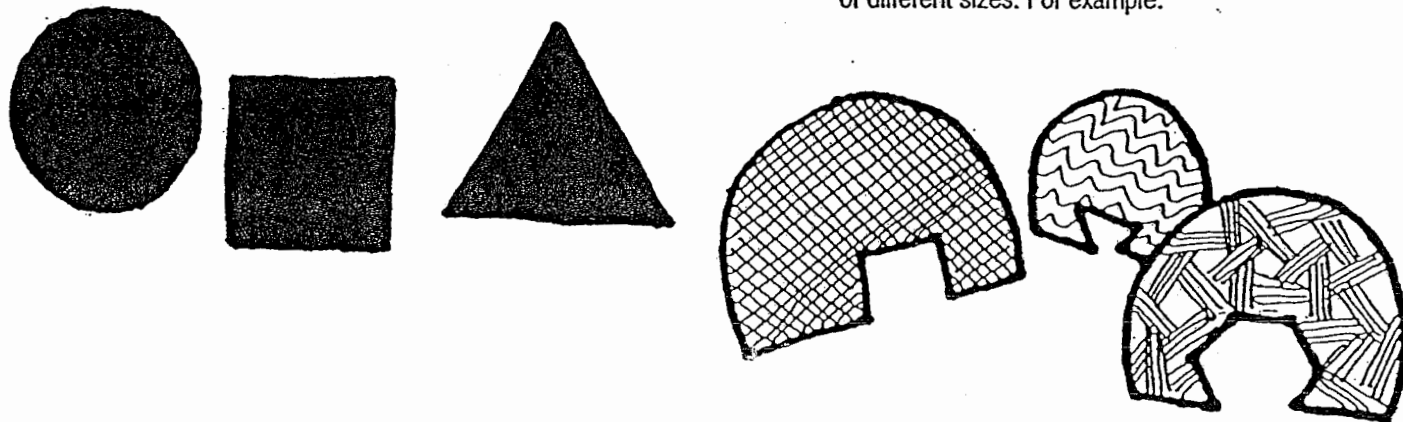
Two sets of tags are required

First Set

- Number:** Make one tag for each person
- Materials:** Red, white and yellow construction paper
- Size:** Make three sizes of tags: small, about the size of a postage stamp; medium, about the size of a name tag; and large, about the size of a 3x5 card.
- Shapes:** Squares, circles, and triangles.
- Number of each kind:** Make approximately the same number of each type, i.e., large red triangles, small blue circles, etc. No need to get compulsive, approximating is fine.

Second Set

- Number:** Make one tag for each person.
- Materials:** The main requirement is variety. Use six to seven different types of material: candy wrappers, covers of magazines, newspapers, wrapping paper will all serve the purpose well.
- Size:** Vary the size from that of a postage stamp to that of a personal size envelope.
- Shapes:** Create six or seven different geometric shapes.
- Number of each kind:** Each tag should be unique. However, variations of each design, each size, and each material should be repeated two or three times with different materials and be of different sizes. For example:



Photocopying of this game is permitted and encouraged.