



Lesson Plan - Week of November 21, 2005

Packy's Good Sports Island Tag

Objectives

- For students to be able to clearly understand the four components of the Packy PlayFair pledge through visual aid and reinforcement.
- To learn the value of displaying these 4 components to attain goals when they are hindered by an individual's negative behavior.

Materials Needed

- 4 large cones to set up a penalty box;
- 2 small cones to mark the boundaries for the island;
- 4 large index cards each with a component of Packy's Pledge;
- 4 objects on which to place the index cards (i.e. cones, balls or foam pins); and
- the Packy PlayFair poster (or a poster board with Packy's Pledge displayed).

Introduction

Display the Packy PlayFair poster and discuss the pledge and the benefits of being a good sport. Have students give examples of when they may have exhibited one of the four components of Packy's pledge. (5 min)

Class Set-Up

The entire class, excluding the students who are "it", begin on Packy's Sportsmanship Island (end of the gym from one side line to the other and about 5-10 feet in width). The students who are "it" begin in the middle of the gym.

In the middle of the gym, there are four treasures, each representing one of the components of Packy's pledge. The treasures can be made with cones, balls, or foam pins.

On each of the objects a large index card will be securely taped with one of the four components of Packy's pledge:

- FOLLOW THE RULES
- ALWAYS TRY YOUR BEST
- INCLUDE EVERYONE
- RESPECT YOUR OPPONENT

On the far left corner of the gym there will be a 5 by 10 foot "penalty box" which is represented by 4 cones

Rules

- The object of the game is for students to grab the 4 treasures and bring them back to Packy's Sportsmanship Island (the treasures being the 4 components of Packy's Pledge). However, the game is played with 3 people who are "it" and are preventing good sportsmanship.
- During the play of the game, "Packy's Sportsmanship Island" is a safe base and one cannot get tagged when they are on the island.
- The students as a group may choose to run all at the same time or might strategize and have only a certain amount of the group run, their choice
- The 3 people who are "it" are called the "bullies". If one of the "bullies" safely tags a player out, that player must walk to the penalty box.
- To free students from the penalty box, a player must successfully run to the penalty box without getting tagged and give him/her a "Packy" good sportsmanship high five. If a player can achieve this task they both get a free walk back to the island.
- The game is won if the students can attain all of the treasures and bring them back to Packy's Sportsmanship Island.

Conclusion- (5 min)

Discuss the benefits of following Packy's pledge during competitions such as this particular tag game.

This tag game entailed 3 members of the class who were "it" which represented negative sportsmanship, discuss how the majority of the class worked through this obstacle as a team on the way to achievement.

Packy PlayFair's Pledge™

Follow the Rules

Always try your Best

Include Everyone

Respect your Opponent

And Have Fun!

You can contact us at info@packyplayfair.com