

Mission:

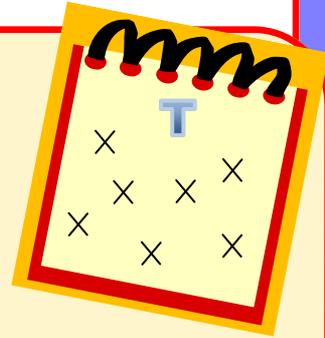
34. Mosquito Tag

ORGANIZATION:

Materials: Each child should have their own sheet of several stickers (dots are recommended)

Books: *The Rainbow Fish* by Marcus Pfister; *The Way I Feel* by CainJanan; *Happy Hippo, Angry Duck* by Sandra Boynton; *My Many Colored Days* by Dr. Seuss; *When Sophie Gets Angry-Really, Really Angry* by Molly Bang

Set up: Children are spread out around the playground.



Each child is given a sheet with several stickers. This is a tag game where children try to tag each other by giving others a “mosquito bite” (sticker). The game continues until all stickers are gone. It can be played with focus on emotions. Use red and green scarves. Each child gets one. Combine green with “good” emotions and red with “not so good” emotions. Say “today I feel” and show a picture of an emotion (e.g., sad). Then, children with the red scarves are giving mosquito bites to the rest of the class. Freeze everyone. Show another picture and continue the game.

VARIATIONS:

Ask children to hold hands with the child they tag and continue together as a team. Every time they tag a child that child is added to the team. Stop when all children are one team.

EXTRA TIPS:

Using garage sale colored sticker “dots” as stickers works well because they are easy for children to remove and they are inexpensive. One half sheet per child works great.

Mosquito Tag

CHOOOSE:

Identify a “friendly corner” where all children can choose to have a short break from running or get back to the game when ready.

ASSESS:



Development and Learning Objectives:

- TSG 2b - Emotional Cues (identifies, responds)
- Early Learning Standard 10.2 - Self-Regulations, Benchmark 3
Physical:
- TSG 4b - Runs
- Early Learning Standard 8.2 - Large Motor Development, Benchmark 1

RELATE:

Remind all children to be gentle when tagging others. When in the “friendly corner”, ask children to give a “high five” to a friend in order to return to the game.

ENERGIZE THE BRAIN
(EF):

Ask children to give mosquito bites to children with matching color shirts, for instance, red dots could only be given to another child wearing red. When playing the version with the emotions, switch the chasers often. Play the game with more than two emotions. You could use colors that reflect specific emotions and put a scarf on each child’s wrist for a visual demonstration of the emotion he/she has. Match animals with emotions. For example, dolphins are happy, monkeys are silly, gorillas are angry and turtles are sad. Name the emotions and let the children with the matching animal tag others. For visual reminders, use stickers or cards with drawings of the animals to hang around their necks.