

Hibernation Tag

Activity

Resource:

Beyond the Walls: Activities for the Outdoors

Grade(s): 12345678

Division(s): Primary Junior Intermediate

Setting: Recess

Season: Winter

Activity Goal

Students learn a winter game to play at recess to engage in moderate to vigorous physical activity and enhance their physical and mental health and wellness in a winter environment.

For participant safety, please review the contents of the **Beyond the Walls: Safety Considerations** page for information on Safety Standards, Winter Safety Considerations, and Outdoor Playing Areas and Surfaces.

Equipment

None

How to Play

- Participants identify the boundaries for the game and a designated space in the playing area called the "Bears' Den", where tagged players go to hibernate for the winter.
- Participants stand a safe distance apart from each other in the playing area.
 © Ophea | Beyond the Walls: Activities for the Outdoors | Page 1 of 2

- Two participants volunteer to be taggers.
- Taggers try to tag participants who are moving around the activity area. Taggers follow the rule that a
 tag is a touch on the back or arms, not a punch, push, slap or grab.
- When a participant is tagged, they must go to the Bears' Den to hibernate. Participants hibernate by rolling into a ball to sleep or in a squat position with arms around legs.
- Participants are freed by other players who enter the Bears' Den with a gentle touch on their back.
- Participants cannot be tagged as they leave the den to rejoin the game.

Adaptations

Consider these tips to maximize the challenge and the fun for participants.

- Participants can adjust boundaries of the playing area for more participants to join in.
- Participants can add more taggers.
- Participants can choose the way they travel (e.g., rolling, sliding).

Modifications

Consider these tips to maximize inclusion and fun for all participants.

- For participants with mobility challenges, provide them an implement to use to tag.
- For participants who depend on accessible playing surfaces, play the game on a smooth surface, free
 of obstacles. Consider ways to slow down the movement so that all participants can be successful and
 engaged.