

# Odds and Evens Tag

**Group Size:** 10-30

**Age Group:** 1<sup>st</sup>-5<sup>th</sup> grades

**Length of Activity:** 15-20 minutes

**Developmental Goal:** To develop problem-solving, cooperation, teamwork, conflict resolution, strategic thinking, number sense, and math skills

**Skills Practiced:** Running, evasion, endurance, Ro Sham Bo, safe tagging, reflexes, and observation

**Equipment Needed:** None

**Set Up:** This game is most easily played in a gym or a square space, or outside with two lines of cones on the far ends of the playing area.

## Before You Start:

- Introduce concept of odd and even numbers.
- Split the group into two teams and name one the even team and one the odd team.
- Review boundaries.
- Demonstrate safe tagging.

## How to Play:

- The game is played by both teams walking into the middle of the playing area in a side by side line, facing the opposite team.
- The leader calls out a math problem. If the answer is odd, then the odd team chases the even team back to their side, and vice versa.
- If members from the even team can reach their side or safe area without being tagged by a member of the odd team, they are safe. However, if you get tagged before you reach the safe area then you become a member of the other team.
- The game concludes when all players are on one team.

## Variation(s):

- The math problems can change based on the age of students. If playing with younger students, call out a single number, and students run or chase based on whether it's odd or even. For older students, use more challenging math problems.

1 <sup>st</sup> -5 <sup>th</sup>	I	N	L2
----------------------------------	---	---	----