

# Odd and Even Tag

**Topic:** Physical Activity

**Supplies:** Cones and Large Dice

**Objective:** Movement through education

**Players:** 2+

**Education:** One line of students is Odd and the other line is Even. Both lines will face each other while the teacher will tell class the math problem (Addition, subtraction, or multiplication) and rolls the dice.

If the answer to the problem is odd, the odd line has to run straight back to the line of cones behind them. If the even line partner tags the odd line partner, the odd line partner does 5 jumping jacks and if they are not tagged, the chasing partner does the jumping jacks. If the answer was even, the even number line runs and the odd line chase their partner. **Always talk about safe tagging, chasing, and fleeing.**

# Odd and Even Tag



**Have your dice ready and if you don't have dice you can have and adult or someone call out two different numbers (example:  $5+7$ ,  $2 \times 8$  etc.)**



**Decide who is team odd and team even. You then roll the dice then you either add, multiply or subtract the two numbers.**

# Odd and Even Tag



**If the answer is odd then that team runs back to the cones while trying not to get tagged. If they make it they are safe.**



**The one tagging then has to do five jumping jacks or a physical activity of your choice.**



# Odd and Even Tag



**If you roll the dice and they come up to even. The even team then runs back to the cones and if they make it they are safe.**



**The odd team then has to do five jumping jacks or physical activity of your choice.**

***\*Remember! If the team member tags the other before making it to the safe zone they have to do the jumping jacks or physical activity.***