Superhero

STATION #: 8

EQUIPMENT NEEDED: 2 tagging wands, 4 foam balls

OBJECT OF THE GAME: “Villians” (taggers) tag children with the wand to freeze them. The “Superhero” attempts to “save the day” by unfreezing children who are frozen. All other children try to avoid being tagged by the villains.

ORGANIZATION: 2 Villians stand in the middle of the play area during a head start countdown, 4 Superheroes stand outside the play area in what we call the north, south, east, and west. All other students are scattered about the play area.

HOW TO PLAY: Remind everyone that this is a fast **walking** game rather than a running game.

1. Select 2 taggers and give them a wand
2. Select 4 villians and ask them to stand around the outside of the play area during the countdown.
3. Headstart countdown: 5,4,3,2,1 (all students except villains and superheroes may begin walking)
4. Villians are to tag students on the shoulder or back and say “gotcha”. (If villains are being to rough remove them as villains)
5. Once tagged, students reach both arms into the sky with wrist crossed signaling a superhero that they need to be unfrozen.
6. A superhero comes to save the day by handing the student the ball and allowing him or her to toss it in the air and catch it five (5) times. The superhero is to count the catches. If the tagged student drops the ball he/she is not unfrozen and must resume the crossed wrist position and wait for a new superhero to come along to untag him/her. The superhero takes the ball and finds someone else to unfreeze or “save the day” for.

**Thank you for being here today. We appreciate you making our field day so much fun.**

**At the end of field day, please carry the equipment to the gym and place under the station number on the wall and/or place all the equipment near the station number on the field.**