



TEACHERS AND RESEARCHERS EXPLORING AND COLLABORATING

# Polar Bear Tag

## Overview

Game incorporating polar bear eating habits.

## Objectives

Students learn about polar bears.






## Lesson Preparation

Have access to either a basketball court or an outdoor area that students can run in.

## Procedure

1. Read Book: National Geographic Readers: Polar Bears by Laura Marsh.
2. Choose 2-3 students to be the polar bears and have them stand in the "Ice Cave" (center circle).
3. Have all other students, who are the fish, line up across one of the end lines of a basketball court (use chalk on sidewalk if basketball court not available).
4. The game is started when the polar bears call out, "polar bears are hungry!". The fish will now swim (run) across the sea (playing area) trying to reach the other end line without being tagged by one of the polar bears.
5. The polar bears try to catch a fish and bring them back to the "Ice Cave". Polar bears may only catch one fish at a time.
6. Whenever there are two fish in the "Ice Cave", the two join hands and become fishermen. The fishermen try to help the polar bears catch the fish. Just like the polar bears, the fishermen can only catch one fish at a time.

### Details

-  Lesson
-  Arctic
-  About 1 period
-  Download, Share, and Remix
-  Elementary and Up

### Materials

Chalk

### Standards

#### Next Generation Science Standards

**3-LS4-4. Make a claim about the merit of a solution to a problem caused when the environment changes and the types of plants and animals that live there may change.**

7. The game continues until there are only 2-3 fish remaining.
8. The last two remaining become the polar bears for the next round.

## **Resources**

National Geographic Readers: Polar Bears by Laura Marsh

## **Author/Credits**

DJ Kast (dj.kast.usc@gmail.com)

Referenced from: "<http://elementarypegames.weebly.com/polar-bear-tag.html>"