

GERM VS. SOAP TAG GAME

LEARNING OUTCOME

Active – The aim of this activity is to help children to understand the importance of soap and how it is used to eliminate germs. This activity uses a tag game to show that the germs are 'running away'. Just like how soap makes germs slippery, they 'run' away from the soap and slide off. This activity motivates children through the use of gamification, encouraging them to want to learn and remember.

PERFECT
FOR
KS1 + KS2

TUCK YOUR
TEAM'S TAG
INTO YOUR
WAIST...

OR TUCK
IT INTO
YOUR
POCKET!

GET
ACTIVE!

Resources: 6+ Players (Scalable dependent on tags printed),
Printable tags, Score Sheet

DURATION - INSTRUCTIONS

The game consists of 2 teams, the Soap Team and Germ Team. Depending on the classroom size you may need to change the size of the teams, however, the more players the better.

1. Put children into Teams - Soap Team and Germ Team.
One way to do this is to give each child a number, 1 or 2. 1s are assigned to Soap Team and 2s are assigned to Germ Team. At this stage you can also assign a name to the team whilst keeping Germ and Soap in the name, for example they could be called The Germ Busters or Super Soapers.
2. Once the teams are selected, you will need the tags provided (print as many as required) and give the germ tags to the Germ Team. Tell them to tuck it into their pocket or waist belt. Ensure that the tag is visible and reachable so that the opponent, the Soap Team has a chance to grab it.
3. The aim is for the Soap Team to snatch all of the tags from the Germ Team within 10 minutes. If they collect them all within that time, then they receive a point, however if they do not, then the point goes to the Germ Team.
4. This game can be played again and again. Make sure to keep count of the scores!



**TUCK
ME IN!**

