

BATMAN AND ROBIN

WARM UP ACTIVITY



EQUIPMENT

CONES TO MARK A 10M X 10M PLAYING AREA AND COLOUR BANDS FOR THE TWO TAGGERS.

INSTRUCTIONS

START THE GAME BY CHOOSING TWO STUDENTS TO BE THE TAGGERS, WHO WILL THEN BE KNOWN AS THE BAD GUYS. GIVE THEM NAMES SUCH AS CAT WOMAN, THE JOKER OR PENGUIN LIKE IN THE MOVIES.

NEXT CHOOSE A STUDENT TO BE BATMAN OR BATGIRL; THIS NEEDS TO BE DONE SECRETLY SO THE TAGGERS DON'T KNOW WHO THIS STUDENT IS. THIS STUDENT WILL SECRETLY UNFREEZE TAGGED STUDENTS. THE TWO TAGGERS WHO ARE THE BAD GUYS HAVE TWO JOBS: TO TAG AS MANY STUDENTS AS THEY CAN IN TWO MINUTES AND TO FIND OUT WHO IS UNFREEZING STUDENTS. CHALLENGE THE STUDENTS TO COME UP WITH TACTICS TO MAKE IT HARD FOR THE BAD GUYS TO FIND OUT WHO THE UNFREEZER IS AT THE END OF THE TWO-MINUTE GAME.



BreakAppz



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