Rachel Allen

1. Provide a complete written description of the game or activity (number of players, rules, equipment needed, etc.)
   1. Freeze Tag is a game that requires 6-20 players. For the players to safely play the game, they need a large area with plenty of running room, so no one runs into each other. Before the game starts, the facilitator needs to pick an It that will be the first person to run around and tag the other players. The game is limited in the area chosen and the It runs around tagging players. When they get tagged, they must stop in place with their hands up until a player who is not the It comes by a tags them. When they are tagged again, they can start running again. The game ends after the It catches all the players.
2. Include the following special considerations:
   1. Appropriate ages for the game or activity
   2. Approximate educational level needed to engage

Appropriate ages for freeze tag can range from children 7 years to pre-teens age 15. Any ages after that will show no interest in the game because it is a game we learn and play as children. The approximate educational level needed to play freeze tag would be at least a first-grade education because the players need to be able to understand and retain the instructions of the game.

1. Provide a description of precautionary or safety issues that may be associated with the game or activity.

While playing freeze tag with players with low endurance and shortened attention span there needs to be new safety measures put in place. When tagging players, the It must only use their hands and tag them above the waist. There will be no pulling on clothing or pushing during this activity. Players must only jog to prevent players from running into each other or accidentally pushing each other from running into to tag them too fast. When someone has been tagged, they must stand in place and raise their hands to let the other players know that they are frozen in their spot. This is to make sure no one is forgotten when they have been tagged.

1. Provide a breakdown of the predominant physical, social, cognitive, and emotional demands that go along with the chosen activity. Refer back to your activity analysis to help you with this portion of the assignment.

Physically it is required of all players to be able to jog around the field. They must be able to reach and tag someone which means they need to be able to use their arms. Socially it is required that the players have good sportsmanship and talk clearly to each other in order to get untagged. Cognitively players will need to be able to remember where their boundaries are and can retain the rules of the game to ensure no one gets hurt. Lastly, emotionally players need to be able to accept when they have been tagged and stay in place without getting upset.

1. Provide a written description (using complete sentences) of how you will modify your game or activity for a client with the assigned impairments. ***Minimum criteria includes providing at least 3 examples of modifications/adaptations (there are certainly more than that for each one).*** Be sure to follow these rules for modifications:
   1. Keep the activity and action as close to the original activity as possible.
   2. Modify only the aspects that need modifying.
   3. Individualize the modification.
   4. The modification should be as temporary as possible.
   5. Avoid making it to too unusual.

We will modify freeze tag to players with low endurance and shortened attention span. All players must jog slowly, there will not be any sprinting or running in a smaller boundary. Secondly, when the It tags a players, they must yell FREEZE to remind the player that they must stay in place until someone can come tag the. Lastly, there will be frequent breaks to get water before starting the game again to let the players get a breath in and every break, the rules will be repeated so they can remember.