

THE PLAYGROUND FIXES(TM) PRESENTS



# THE FREEZE TAG FIX(TM)

**RUN FREE. TAG LIGHT. RESCUE FAST.**

A projected whole-class training game for Grades 2-4.

**WATCH > FREEZE > CALL > REPLAY > LOCK > PLAY**

One screen. Four call crews. Eight clear rules. Real playground transfer.

**LEARN IT INSIDE. PLAY IT OUTSIDE.**

A whole-class schoolyard safety trainer built for Grades 2-4.

**MARK THE TAG ZONE**

**HOW IT WORKS**

ONE SCREEN

RANDOM CALL CREW

8 SAFETY RULES

PLAYGROUND TRANSFER

**FIX THE SYSTEM. NOT THE KIDS.**

# PRACTICE THE HARD MOMENT.

The class rehearses the exact moments where playground confusion, unsafe contact, or rule arguments normally begin.

1

## WATCH

A slow schoolyard moment unfolds.

2

## FREEZE

The action stops at the decision.

3

## CALL

Everyone votes; a random crew decides in five seconds.

4

## REPLAY

An unsafe choice shows its consequence.

5

## LOCK

The correct rule joins the class system.

6

## PLAY

Use the same language outside immediately.

Teacher move: require every child to signal before the selected crew speaks. This keeps the loudest child from becoming the rulebook.

# SET IT UP IN 60 SECONDS.

Mark one visible play zone. Choose two pinnie-wearing taggers. Use two-minute rounds and leave space around walls and equipment.

## EQUIPMENT

**Cones or painted lines | 2 pinnies | Optional timer**

### 1 MARK THE ZONE BEFORE YOU RUN.

Use visible boundaries and remove hazards.

### 2 TWO TAGGERS. TWO MINUTES.

Rotate visible taggers after every short round.

### 3 TAG LIGHT: SHOULDERS OR UPPER BACK.

One gentle open-hand touch only.

### 4 NO GRABBING, PUSHING, OR BLOCKING.

Heads, clothing and force are never tags.

### 5 TAGGED? FEET STILL. ONE HAND UP.

Freeze where safe and become easy to see.

### 6 HIGH-FIVE RESCUE. THREE-STEP BUBBLE.

A high-five frees; taggers may not guard.

### 7 OUT OF BOUNDS? FREEZE AT THE EDGE.

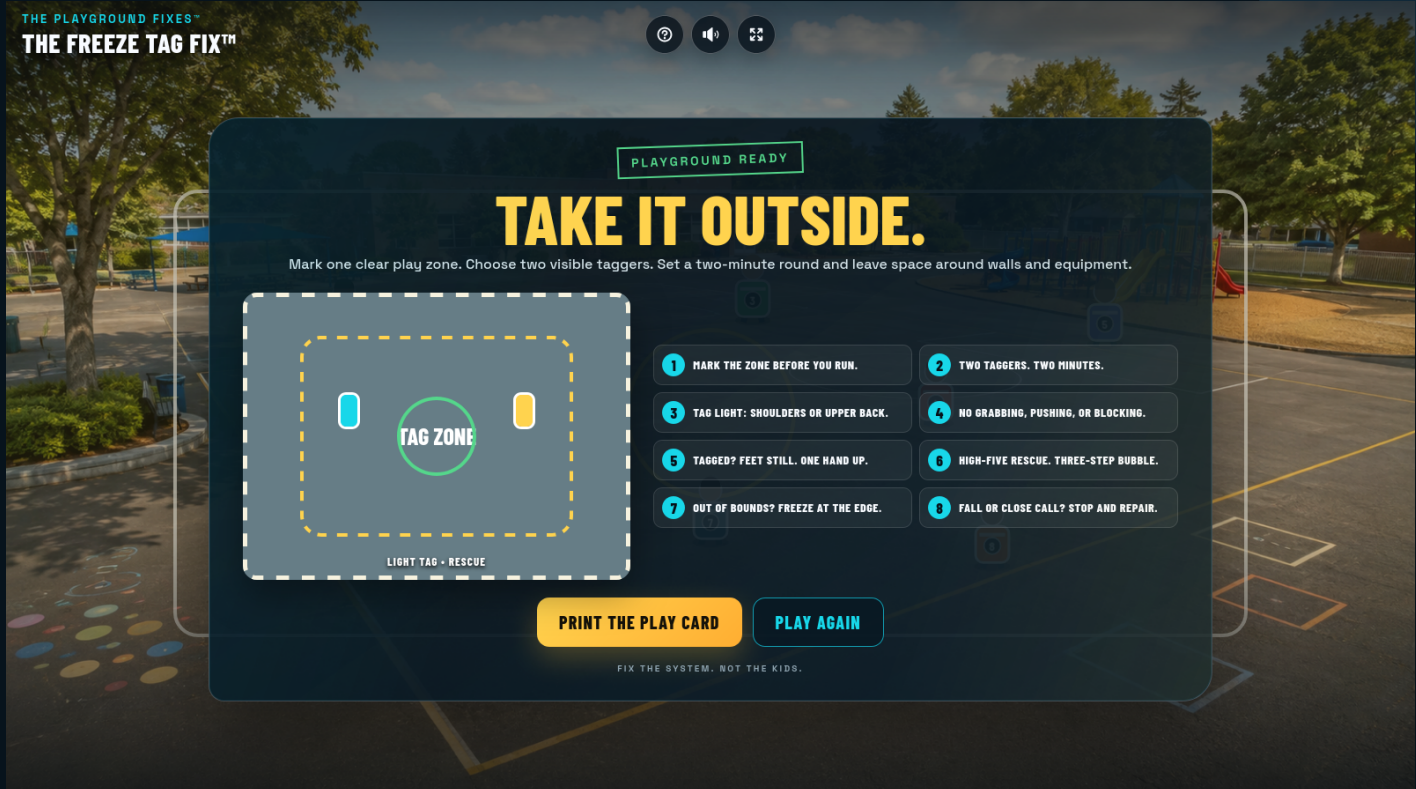
The boundary cannot become an escape.

### 8 FALL OR CLOSE CALL? STOP AND REPAIR.

Check first; then replay or one RPS round.

**Beginner consistency matters: agree on any local variation before play, never mid-round.**

# TAKE IT OUTSIDE.



## THE FIRST OUTDOOR ROUND

1. Read the eight-rule card together. 2. Model one safe play. 3. Run a short round. 4. Pause only for safety or the agreed repair. 5. Debrief one thing the class kept moving.

## INDEPENDENCE + ORIGINALITY

Freeze Tag is a traditional playground game. This independent instructional product is not affiliated with or endorsed by any third-party game organization.

**Traditional game mechanics; original Fixes instructional expression, scenarios, art, interface, and safety system.**

## REFERENCE LINKS

**Playworks: Watch Your Back Tag** <https://www.playworks.org/game-library/watch-your-back-tag/>

**Playworks: Bandid Tag** <https://www.playworks.org/resource/game-of-the-week-bandid-tag-2/>

Rules are a classroom-ready beginner synthesis, not legal, medical, governing-body, or site-specific safety advice. Follow school policy and inspect the space.