

Name/Title: Gargoyles

Purpose of Event: To give students experiences using quick changes of directions and pathways when fleeing from a tagger.

Prerequisites: Moving safely in general space; changing speeds and directions on signal.

Suggested Grade Level: K-2

Materials Needed: Self-space markers such as space stations, poly-spots, taped shapes on the floor, hoops, etc.

Description of Idea

Divide the class into two groups. One group is selected to be the "**gargoyles**". The gargoyles spread out within the playing area, find a marked spot to be in/on, and assume a **stone** (tucked) position. The other half of the class are the "**movers**", who also spread throughout the playing area.

At the "go" signal, the **movers** move through the playing area (walking is best and safest to start off with) moving as close as they dare to the gargoyles. The gargoyles may jump straight up and **roar** whenever they like, but may only jump up once without "losing energy". After jumping straight up, the gargoyles must return to the stone position to replenish their energy supply before they can once again jump into the air. (Make sure students are not jumping out away from their spot as that is dangerous).

The movers try to get away from the live gargoyles by **changing directions and pathways quickly**. After approximately 30 seconds, have the movers and gargoyles switch roles. Challenge the movers to move as close as possible to the gargoyles and move as quickly away as possible. When you notice students are able to do this with ease and control, add some variations as mentioned below.

Variations:

- Add music (theme from the movie "Halloween" is great).
- Encourage the gargoyles to jump up once in a while rather than repeatedly. The kids find the suspense factor very amusing.
- Give the gargoyles tagging power - they may tag anyone while keeping their feet on a space station, mark, or in a hoop.

- Allow the gargoyles to jump up and run after students for 5 seconds. If someone is tagged s/he switches roles with the gargoyle. If no one is tagged, the gargoyle becomes a stone once again.

Assessment Ideas:

- As movers move through the area, check off their ability to "**easily**" or "**has difficulty**" in changing directions and/or pathways quickly.

Submitted by **Jim Ross** who teaches at Orchard Elementary School in Ridgewood , NJ . Thanks for contributing to PE Central! **Posted on PEC: 5/30/2001**. Printed 9209 times since 8/24/2001.

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