



Marathon Kids is teaming up with the AISD Health & PE and Humanities Departments for a district-wide writing competition. This competition challenges students in 3rd-8th grade to be creative and design their very own TAG game! Brainstorm, plan, play and write about the game starting on February 7th.

STUDENTS

- Design a unique tag game
- You can win a \$100 gift card
- Be famous! Winners will be announced at the Austin Cap10K Kids Zone
- Be MORE famous! Winning games will be played at the Marathon Kids TAG! Event

- Competition designed to mirror STAAR Expository writing practice
- If your student wins, YOU WIN a \$50 gift card AND a Camp Gladiator Gift Basket
- Scan all entries as PDF and send to Jason.schafer@austinisd.org by 3/13 @ 5pm!

TEACHERS

SCHOOLS

- One elementary champion and one middle school champion will be selected to win a \$250 sports equipment pack for their school!

For More Information:

Contact Jason Schafer – Jason.schafer@austinisd.org

Writing Competition - <https://www.austinisd.org/pe-health/coordinated-school-health>

Marathon Kids TAG! Level Up! Event - <https://marathonkids.org/tag/>

Austin-American Statesman Cap10K - www.cap10k.com

Middle School TAG Writing Competition

The Middle School TAG Writing Competition is open to all 6th-8th grade students in AISD. Classroom or Physical Education Teachers may offer this opportunity to their students between February 7th and March 13th, 2020. Students who complete the writing task and a diagram of their game are eligible to win a \$100 gift card from NIKE and be honored at both the Austin American Statesman Cap10K on April 5th **AND** at the Marathon Kids TAG! Level Up event on April 18th. One winner will be selected from each of the grades 6th-8th. Teachers of those winners will receive a \$50 NIKE gift card and a Camp Gladiator basket of swag! Finally, thanks to the Austin EdFund, one of the three winners will be selected to receive a \$250 sports equipment pack for that student's school!

Please submit all entries as a scanned PDF and email to jason.schafer@austinisd.org. All entries are due by Friday, March 13, 2020 at 5pm CST. Any entry received after that date and time will be discarded. All entries will be scored by at least three different judges from the AISD Health & PE or Humanities departments and our partners, Marathon Kids and Camp Gladiator. Winners will be notified by March 31, 2020.

Good luck and have fun playing and writing!

Middle School TAG Writing Prompt

Read:

During a game of tag, players run! If they are 'It,' they run to tag others while the rest of the players run to avoid being tagged. While running, the muscles in the body need more oxygen. When the body needs more oxygen, two important things happen. First, the heart starts to beat faster to increase the speed of the blood through the body. Second, to meet the increased need of oxygen, the body starts to breathe faster. The lungs inhale oxygen and they exhale carbon dioxide, a waste product produced by the effort of the muscles. Intense aerobic activities, which includes most tag games, are a great way for all people to increase their cardiovascular fitness and experience fun activities with friends.

"Physical play includes activities that use physical movements to allow children to use their energy, and it gives children the chance to develop gross and fine motor skills, learn new things and socialize." ~ Kimberly Wonderly

Think:

The Austin American Statesman Cap10K is the largest 10K race in the state of Texas and includes 20,000 runners and their families. This year, the Kids Zone is an opportunity to engage students in fitness through a tag game. The Kids Zone organizers are seeking out student-generated, original tag games to play at the Cap10K. Design an original tag game for other students to play. Consider -

- Is this a new game?
- What will you call your game?
- What equipment will you need?
- What does the game area look like before the game starts?
- Are there teams for this game? How many people will be on a team?
- What do the players do during the game?
- What happens if a player gets tagged?
- How can players get back into the game?

Write:

WRITE an expository essay that explains how to play your version of the game of tag. EXPLAIN the process for playing the game and be sure to:

- Clearly state your controlling idea
- Organize and develop your explanation effectively
- Choose your words carefully
- Use correct spelling, punctuation, grammar, and sentences

Middle School TAG Writing Competition Scoring Rubric

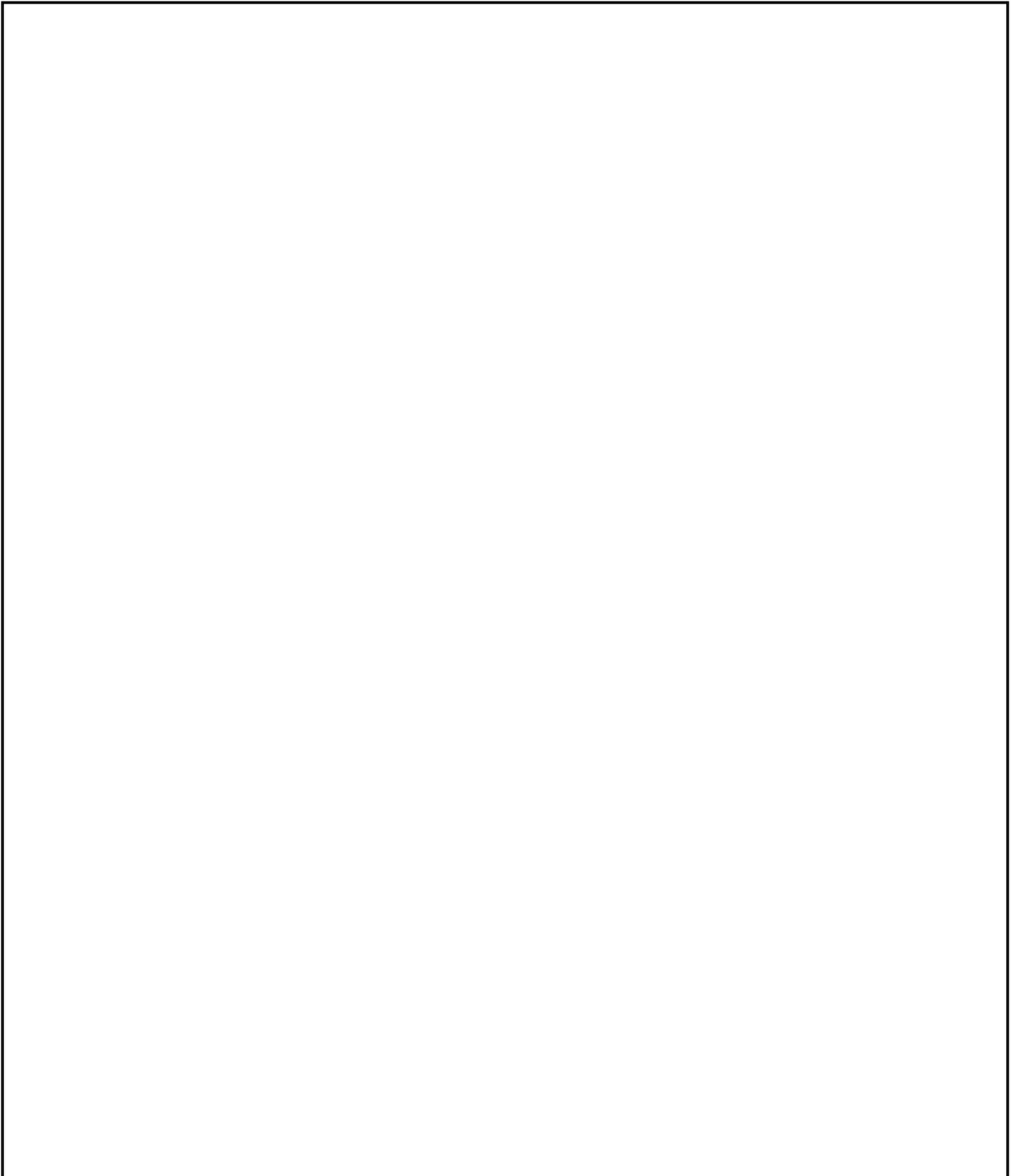
Category	1 point	2 points	3 points	4 points
Organization and Progression*	The controlling idea does not meet the prompt and the essay has no organizational structure.	The controlling idea partially addresses the prompt and some organizational structure is evident. The progression of ideas is not always logical and interrupts the flow of the essay.	The writer establishes a clear controlling idea and uses organizational strategies that support the flow of the essay. The progression is mostly logical and controlled with clear relationships among ideas.	The writer establishes a clear controlling idea and all ideas are focused and coherent. The progression is logical with meaningful transitions and strong connections between ideas.
Development of Ideas*	The development of ideas is weak and leaves the essay insubstantial and confusing.	The development of ideas is minimal and the writer uses details and examples that are not always appropriate or only partially presented.	The development of ideas is sufficient and thoughtful. The writer's response is original rather than formulaic.	The development of ideas is effective and detailed, adding substance to the essay. The essay is thoughtful, engaging, and utilizes personal experiences to connect ideas.
Use of Language and Conventions*	The writer's word choice is limited or vague. Sentences are awkward and uncontrolled and misuse of conventions disrupts the essay and interferes with meaning.	The writer's word choice is general or imprecise. Sentences are awkward and some errors are distracting to the fluency and meaning of the writing.	The writer's word choice is clear and specific. Sentences are varied and controlled with some errors that rarely disrupt the fluency and clarity of the essay.	The writer's word choice is purposeful and precise. Sentences are crafted with few convention errors and enhance the fluency and clarity of the essay.
Creativity	The tag game is common and played regularly.	The tag game is simple and straightforward. The game is one that is often played.	The tag game is clever and imaginative. The game is not ordinary or commonly known.	The tag game is unique and cleverly designed. There are elements of imagination and play involved in the game. There are multiple levels and components to playing this game. It seems like a fun game to be played.

Equipment	The writer does not list the necessary equipment needed to play the game.	The writer lists the equipment used for the game but is unclear about when and how it is used.	The writer includes a description of the equipment needed for the tag game.	The writer includes a description of the equipment needed for the tag game and explains precisely when and how it is used.
Set Up	The writer does not include a description of what to do before the game begins.	The set up of the playing area, equipment, and players is unclear.	The set up of the playing area, equipment, and players is clear.	The writer describes in detail how the playing area, equipment and players should be set up prior to starting the game.
Game Play	The writer does not include a description of how the game is played.	The description of how to play the game is confusing and poorly organized.	The writer includes most steps of how to play the game. Generally, the steps are written in a logical progression with few, if any, circular thinking.	The writer clearly explains the steps to playing the game. The steps are included in a logical progression and make it clear what all players do throughout the game.
Safety	The writer does not include safety rules for all players in the game.	The writer includes some safety rules for all players in the game.	The writer describes what players can do to safely play the game.	The writer thoroughly and clearly describes safety rules for each component of the tag game.
Diagram	The writer does not provide a diagram of the tag game.	The diagram for the tag game is drawn but is unclear and unlabeled.	The diagram for the tag game shows some details for the game.	The diagram clearly indicates how to set up or organize the game and is easily understandable with the help of labels.

*Adapted from the [STAAR Grade 7 Expository Writing Rubric](#)

Middle School TAG Writing Competition Student Response Form

In the space provided, draw a diagram for the set-up of the TAG game. If needed, split the space into smaller rectangles to show different parts to the game, such as what the area might look like before the game and what it might look like during the game.

A large, empty rectangular box with a black border, intended for a student to draw a diagram of the TAG game setup. The box is currently blank.