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**Rock Cycle Tag** modified from:[Erin Bittman](https://www.weareteachers.com/author/bittmane/) on August 11, 2014, weareteachers.com

**MATERIALS**

For class: large play field or gym, cones or other markers to delineate play boundaries

Rock tag necklaces:

**8 Necklace types**  
1. Magma on the front / Igneous on the back x # of students who are rocks  
2. Cool x 4  
3. Weather and Erode x 2  
4. Sediments on the front / Sedimentary on the back x # of students who are rocks  
5. Compact x 4  
6. Heat x 2  
7. Metamorphic on the front / Magma on the back  
8. Melting x 1

Once assembled, punch a hole at the top and string on yarn for students to wear the necklaces. PDF link to download cards: [Rock Tag Necklaces](https://ucdavis.box.com/s/jdlt6x4g0g1358zftvwnibgxj9x66wbp)

**OBJECTIVE**

Learn the stages of the rock cycle by acting out each stage in a game of tag.

**SET UP**

Bring your class outside or into the gym to play. Set cones or other markers at each corner of the play area to delineate boundary lines.

**HOW TO PLAY**

Rock Tag is like Freeze Tag except instead of freezing, students turn into a rock due to cooling (igneous rock), compaction (sedimentary rock), or heat and pressure (metamorphic rock). Players wear two-sided necklaces to indicate what stage or process they are. When they get tagged, they flip or change their necklaces to get ready for the next round! There are 2 rounds.

**Round One**

**Roles:**  
The majority of the students are **Magma**.  
Four students are **Cooling**. They try to tag the Magma students.   
Two students are **Weathering and Erosion**. They tag the students that have been tagged by Cooling and have turned into Igneous Rock.

**Rules**  
If the Magma students get tagged by Cooling, they turn into **Igneous Rock.** They flip their necklaces and don’t move. (They are rocks, after all!)  
The Weathering and Erosion students run around and tag the Igneous Rock students and turn them into Sediments.  
Sediments scatter (run) over by the teacher and change their necklaces. Then, they are free to run around until the next round as if they are pieces of rock being blown or washed around.

**Round Two  
Roles:**  
The majority of the students are Sediments.  
Four students are Compaction. They try to tag the Sediments.  
Two students are Heat and Pressure. They tag the students who have turned into Sedimentary Rocks.  
One person is Melting. S/he tags sediments and sedimentary rocks

**Rules**  
If the Sediments get tagged by Compaction, they turn into **Sedimentary Rock.** They flip their necklaces and freeze … they are rocks!  
Once everyone is tagged, two children are Heat and Pressure. They go around and transform the Sedimentary Rocks into **Metamorphic Rocks.** Children don’t move. Heat and Pressure students pass out Metamorphic necklaces when they tag their peers.

The teacher is Melting. He/she goes around and melts the rocks. The children turn into Magma and ooze over to line up (flip their necklaces).

**DISCUSS**

After the game, have the students recall what processes occurred when they played. Many of the students started out as Magma and ended the game as Magma. They went through the entire rock cycle!