

**5-8 Physical Education/Health Education: A Foundation for Implementation**  
(continued)

**The Enigma: Net/Wall and Target-Type Activities**

Set up the gym with one mat at each corner. Divide students into four groups (one group per mat) and ensure that each group has a clue-recording sheet, a pencil, and pinnies (to identify teams) at each mat for playing the Enigma game.

**Procedure for Enigma Game:**

- Give each student a clue card that has a sport-specific term on it. Instruct everyone not to look at the card.
- On the signal “go,” have students leave their mats and run all around the gym, except on the mats, and tag students from other teams.
- If tagged, students reveal their clue to their tagger.
- The tagger returns to his or her mat with the clue holder (the tagged student) to write down the clue on the team’s recording sheet. Clues should be recorded in the proper column corresponding to the applicable team. Once completed, both players are back in the game.
- Have students collect as many clues as possible and then try to identify the enigma for each group.

**PRESCRIBED LEARNING OUTCOMES**

**K.1.8.C.2** (continued)

8–16

Refer to BLM 8–1: Enigma Clue Cards for Net/Wall and Target Games and BLM 7–1b: Enigma Clues: Recording Sheet.