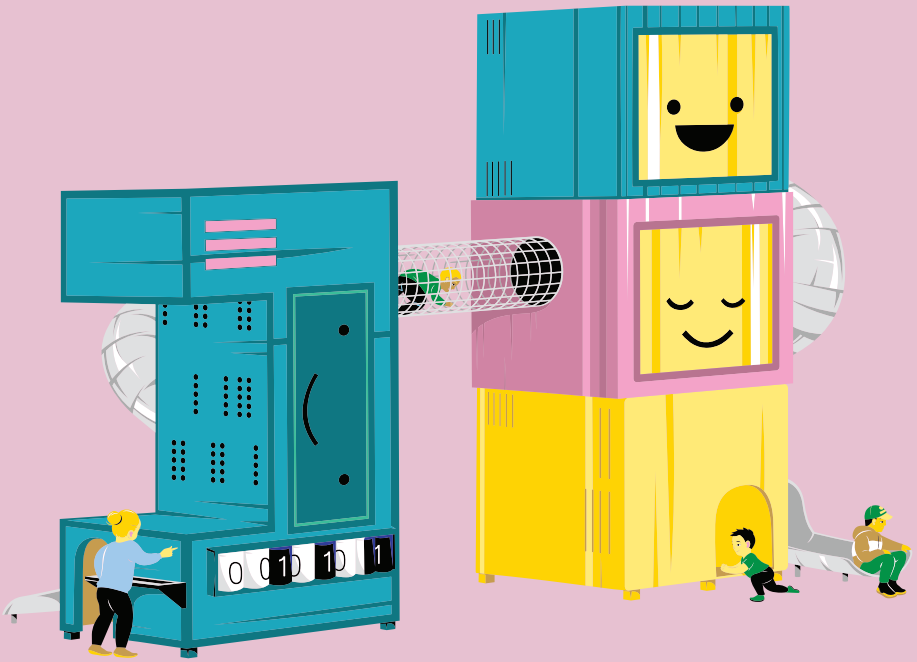


VIRUS TAG



This activity develops teamwork and collaboration skills, introduces students to key cybersecurity concepts such as viruses and antivirus measures, and enhances physical coordination and rule-following through active play.

Virus Tag

Some students play viruses, while others play antivirus programs. The goal of the antivirus players is to "catch" the viruses and take them to the "trash bin," a pre-determined area. A second virus can "rescue" a caught virus from the bin. Viruses must stay within the computer's boundaries.

Extra challenge: Invent different types of viruses to make the game more challenging. Antivirus players can get one software update per round – for example, a verbal command – to temporarily freeze a virus. Viruses might have special abilities, like self-healing malware that requires two tags to stop. Can you come up with game versions of a rootkit, trojan, or ransomware attack? How would they work in tag?

Tip:
Designing your own version of the game is a good opportunity to practice commands, loops, and conditions.

Curriculum Connections:

- **Early Childhood Education:** Play and physical activity
- **Pre-Primary:** Mathematics and basic technology, Interaction
- **Grades 1-2:** Students practice basic motor skills and diverse physical activities (Physical Education).
- **Grades 3-6:** Students deepen their understanding of environmental phenomena and develop physical skills in different environments (Environmental Studies, Physical Education).