

# Stop the Spread: Freeze Tag!

In this active game of tag, students explore how the spread of invasive species can be affected by different variables including exposure time, the number of invasive species introduced, and early detection.

## Game Set Up

	Round 1	Round 2	Round 3	Round 4
<b>Time (seconds)</b>	30	15	30	30
<b># Invasive Species</b>	2-3	Same as Round 1 (2-3)	Double Round 1 (4-6)	Same as Round 1 (2-3)
<b># First Detectors</b>	0	0	0	2
<b># Native Species</b>	All remaining students	All remaining students	All remaining students	All remaining students

## Roles

- Invasive Species tag Native Species
- Native species (wear colour identifier) avoid getting tagged by Invasive Species. If they are tagged, they freeze and count to 10. If they aren't "freed" by a First Detector within 10 seconds, they remove their coloured identifier and become Invasive Species.
- First Detectors (wear a different coloured identifier) can't be tagged by Invasive Species. They tag frozen Native Species within 10 seconds to "free" them and prevent them from becoming Invasive Species.

# Stop the Spread: Freeze Tag!

## Datasheet

	Round 1	Round 2	Round 3	Round 4
<b>Time (seconds)</b>	30	15	30	30
<b>Total # Invasive Species at start</b>				
<b># First Detectors</b>				
<b>Total # Native Species at start</b>				
<b># Native Species remaining at end</b>				
<b>% Native Species remaining at end*</b>				

### \*To Calculate

$$\% \text{ Native Species Remaining at end} = \frac{\# \text{ Native Species remaining at end} \times 100}{\# \text{ Native Species at start}}$$