

# Virus Tag

THIS GAME IS  
FACED PACED. IT'S  
A FUN WAY TO GET  
KIDS EXCITED.



**Objective:** Get you to recognize that computers spread viruses to each other much like humans

**Goal:** Youth can identify an exchange process by way of a game of tag

**Players:** 7 or more youth

**Materials:** 6 cans with colored paper, six colored balls sorted into each can on the starting end

**Preparation:** Two cans are yellow, two red, two blue. Three balls are red, three yellow, three blue. Set the cans at opposite ends of the game field.

## How to Explain the First Game

"You're all going to be data that is being sent out on the internet. Except one of you will be the virus. The object is to go to your team's computer on the other end of the field, get one of your balls and bring it back to your computer, without getting attacked by a virus. The first team to get all three balls back to their home computer becomes a firewall. (Winner in the first game.) If everyone becomes frozen and no more data can be delivered, the virus wins.

**Getting Tagged:** If you are tagged by the virus, you become virus. Data runners that have been turned to viruses can no longer help move data. As a virus, you must now try to tag other players, even from your own team, who are trying to get their balls to the other can. If you are not the original virus then once you tag one other data runner you must freeze to the spot where you tagged that person. "

## How to Explain the Second Game

"Same rules apply. When a team manages to get all three balls to their home can, they become "The Firewall." They now can protect data runners. If a firewall player (or players) stay between a data runner and a virus, that data runner is protected and can safely make the delivery. The object is for the Firewalls to protect all data and make sure all nine balls make it to their home computers."

## Questions:

- Can you guess how this game is like real computers and real data?
- How was the second game different from the first?



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