

AUTUMN/HALLOWEEN GAMES

Discuss Halloween Safety: pedestrian, cross walk, cars, clothes. Candy: not too much sugar. Sleep.

THRILLER WARM UP

Grades K-2 warm up to Michael Jacksons Thriller

Prey & Predator variation: zombie apocalypse ***safety-integrity-always try**

ZOMBIE TAG

Grades: K-3

Objective: Zombies tag the humans to turn them into a half zombie. The CDC/doctor can give a vaccine to cure the human from turning into a full zombie.

Equipment: jerseys (zombies); yellow ball (golden apple/medicine for doctors)

Start: Zombies start in the middle of the gym. Humans and doctors spread out with in the gym. Start on word “go” or music (Cranberries “Zombie”).

Rules: When tagged by a zombie, the human walks around like a zombie (slow, head tilted, arms out). The doctors will seek out the human zombies and touch them with a ball to cure them. If a doctor is tagged they need to be rescue by another doctor.

Safety: tag softly. Do not run near or try to hide by bleachers, corners....

Variations: Have a zombie catcher or Doctors cannot be tagged.

- Thriller Zombie: no jerseys. Start with 3-4 taggers/zombies. They can only walk but when tagged you become a zombie. Play until almost everyone is a zombie.

**Game by Totall Adventures*



SCOOBY DOO TAG

Grades: K-3 (maybe 4-5)

Objective: Fake monsters try to scare/tag the people. Scooby Doo & friends can recue (unfreeze) people.

Equipment: 2 mats, 4-8 balls (snacks), 4-8 jerseys (taggers)

Set up: 2 mats unfolded near free throw line at each end of court.

Start: Taggers wear jerseys and start in the middle. When music starts the taggers leave the middle and attempt to tag/scare the people. Scooby and friends start in snack shack (on mat) with a ball in their hand. People start scattered in the gym.

Rules: When tagged that person will lay on the ground with one foot in air (you have been scared). Scooby (Daphne, Shaggy, Fred, Thelma) can tap you on the top of the foot with the ball (snack) to unfreeze someone. Only Scooby and friends can rest and be safe in the snack shack (or mystery van) for about 20 seconds. Taggers and people are not allowed on the mats. If Scooby is tagged he/she will lay down with their foot in the air and can be rescued by another Scooby.

Reminders: Only Scooby and Friends can be on the mat. The mat is a safe base for Scooby. Taggers cannot “puppy guard” the snack shake or someone that is frozen.

Safety: Tag softly. Do not hide in corners of the gym or near bleachers.

Variations:

**Game by Totall Adventures*



HAPPY HALLOWEEN

Grades: K-3

Objective: Run from cave (upright mat) to cave without being tagged.

Equipment: jerseys (5-6 different colors), mats, cones

Set up: set up 4-6 mats in up-right position in 4 corners of gym (just outside red lines)

Start: One tagger starts in middle of gym. The rest of the students where a jersey and go hide behind a mat. Set mats upright with 2 cones behind each mat for safe zone.

Color jerseys: Black bats; White ghosts; Green goblins; Orange pumpkins; Yellow zombies; Red vampires; black cats

- KG Friendly: 4 colors. Pumpkins, Mummies, spiders, cats, wizards,

Rules: the teacher will call out a color and all students wearing that color need to run to a new mat. The tagger will try to tag someone before they get to a new mat. If tagged you remove jersey and go to center. You become a tagger.

Students must get to a mat quickly (they should not run around waiting to be chased). Caller can have all players run by saying "Happy Halloween."

Safety: look where you are running. Do not touch mats. Tag softly.

Variations:

- Each color must hide behind a mat together. They run to open mat.
- You cannot run to mat you just came from.

**Game by Totall Adventures*



GHOSTBUSTERS

Grades: K-5

Objective: Ghost busters try to tag all the ghosts and send them to the plasma container (ghost trap).

Equipment: mats, noodles, poly spot (for gargoyles), key or something small (laminated ghost buster)

Set up: 4 mats in upright position near one corner of the gym.

Start: Ghost busters start with a noodle in the plasma container (4 upright mats forming a box) and come out at start of music. Teacher chooses a few secret "key keepers." Ghosts and secret key keepers spread out in gym.

Players

- Ghost busters are the taggers (noodle).
- Ghosts are trying to run from the ghost busters
- Secret Key Keepers can rescue the ghosts from the plasma container but can be tagged
- Gargoyles are "ghosts" who are disguising themselves to avoid being tagged



Rules: Ghost busters will try to tag (touch softly with noodle) all of the ghosts. When tagged a ghost should go to plasma container. Key keepers can go in and out of plasma container to free the ghosts. A key keeper should be sneaky when entering container. Key keeper then announces "I am the key keeper, you are all free."

Safety: do not hide near upright mats (ghost trap). Do not touch or push on mats. Tag softly with the noodle. Noodle must be around your waist.

Variations:

- *Safe base for ghosts:* use poly spots or black block (free throw lane block) as safe places to imitate a gargoyle for 10 seconds. Grades 2-5.
- *Key keeper:* can set all the ghosts free. First time you play with KG the teacher should be the "key keeper" or teacher is all the time.

**Game by Totall Adventures*

HAUNTED HOUSE/WITCHES HAT

Grades: 3-5 (2nd grade maybe depending on maturity)



Objective: Throw yarn balls to knock all the cones (witches hat) off your opponent's house before they knock off all of yours.

Equipment: 6 mats, yarn balls, small cones (3-4/mat)

Set up: 6 mats upright, 3 on each side of gym near free throw line. 3-4 small cones on each mat. Cones dividing the middle of gym.

Start: Place 3 upright mats on each side of the black line. Each team plays from their half of the gym (do not cross over black line).

Rules: Throw yarn balls at your opponent's cones (witches hats) that are balanced on top of mats placed up right. You can be a thrower or a guard. If you accidentally knock off one of your own cones it stays down. Restart game after all cones have been knocked over.

Safety: Make a double line of cones at the center of the gym to keep students from crossing over the center and to keep from accidental hits. Do not guard house if you do not want to be hit by a ball. One ball per player (No ball hogs).

Variations: limit how close you can guard your house.

**Game by Totall Adventures*

CAPTURE THE PUMPKIN

Grades: 4-8 (*3rd grade is questionable, depends on maturity of class)

Objective: to capture all of your opponents pumpkins before they capture yours.

Equipment: cones, disc cones, basketballs, jerseys

Set up:

- Use cones to divide space into two. Explain side and back of boundaries.
- Use disc cones for jail and disc cones for pumpkin patch (grades 2-3).
- Hide basketballs on your side. Pumpkin patch (circle of cones with pumpkins in middle for grades 2-3).

Start: Each team starts on their own half (cones divide the area).

Positions:

- Pumpkin guard or helper. 5 steps from jail.
- Jail guard. 5 steps from pumpkin
- Rescuer.
- Pumpkin thief or distracter.

Rules:

- Two guards/jail and pumpkin patch. Five steps away.
- One guard/pumpkin. Five steps away.
- Once you cross over to your opponent's side you can be tagged.
- If tagged on opponent's side you put hands up and go to jail.
- If tagged with pumpkin, place pumpkin at the spot of tag and go to jail. Pumpkin stays where you put it down. It only goes back to pumpkin patch for grades 3-4.
- No pumpkin patch for grades 5-8. You may not bury pumpkin or put near fence/edge of boundaries.
- If you capture a pumpkin you can hide it on your side (or put in patch-grades 2-3).
- You can rescue 2 people at a time from the jail only if you link arms.



Safety: tag softly, be heart safe and body safe

Variations: grades 2-3 have a pumpkin patch (2 guards for the patch)

- Make a Chain from jail.
- Jail bust can set all prisoners free.

**Game by Totall Adventures*

MONSTER MASH HOUSE

Grades: 4-8

Objective: capture all objects from your opponent's haunted house.

Equipment: 2-4 noodles (snakes), 2-4 footballs (bats), 2-4 orange foam balls (pumpkins), spiders, 2 small yellow foam balls (golden snitch), ghosts???

Set up: cones making a center line, discs making a haunted house for all the equipment, cones making a jail

Start: put all equipment in your MONSTER house.

Players

- Two haunted house guards.
- One guard for the jail/dungeon.
- Throwers, catchers and runners.
- Distracters



Rules

- You can throw ball when you leave haunted house but it must be caught by a teammate. You have 5 seconds once you enter the haunted house.
- If you are unsuccessful in stealing from house the equipment goes back into house by the tagger.
- If you can capture and bring back over line add it to your monster house.
- Jail : one rescuer can save 2. Must be hooked or can be tagged or sent back by teacher. If you have 4 or more people in jail you can rescue each other by creating a spider that must have 3 points on the ground.

Safety: tag softly, do not throw ball at someone (throw to a teammate to catch)

Variations:

**Game by Totall Adventures*

GRAVEYARD

Grades: 5-8

Objective: To be the first team to knock over your opponents headstones by rolling color balls.

Equipment: cones, color balls, headstones, mats

Set up:

Start: Two teams on each half of the gym. Line up 4-5 headstones at the back of your half of the gym. Cemetery (mats) are on the side.

Rules:

- Ball can only be rolled (no throwing). If you throw a ball you go to cemetery.
- One guard/headstone. Five steps from headstone.
- You can block a ball with hand or another ball.
- If you are hit in the foot or below the knee you must go to the cemetery.
- If you hit someone above the knee you go to cemetery.
- There are 4 or 5 plots at the cemetery. First one in is the first one out. When cemetery is full with 4 people the 5th person will bump the 1st person back into the game.

Safety: you can only roll the ball

Variations

**Game by Totall Adventures*



LORD OF THE RINGS

Grades: 6-8 (simple version for 4-5 if needed as a winter game or inside 3-4 teams)

Objective: to capture all of your opponent's rings.

Equipment: 9 rings (2-4 are yellow), cones, disc cones, jerseys

Set Up: create a center line with cones/discs and a back line with cones for the rings to be placed on. Create a jail behind the rings (disc cones). Each team starts on their own half.

Start: Giants, elves and wizards to determine who gets the extra ring. Giants beat elves, elves beat wizards, wizards beat giants. Giants: arms are high; elves: hands on ears wizard: point wand at opponent.

Rules

- Once you enter your opponent's territory (past center line) you can be tagged.
- If tagged go to jail behind the rings (hands on hips).
- A person can go after ring or run into jail to rescue two people.
- Two people can be rescued by one person. You must link arms and walk back to your side.
- If you can grab a ring you need to make it back to your side without being tagged.
- Rings are put on your cone when you steal it from the other side or back onto your opponent's cone when you are tagged in your opponent's territory.
- If you grab the yellow ring (special powers) you must be tagged by 2 different people. When the first person tags you yell "one." If tagged again you hand the ring over so they can put it back on cones.
- If you can capture all the rings, you win.



Safety: tag softly, heart safe words, good sportsmanship

Variations: Play with a tenth ring (the ring from the fires of Mount Doom). Hide it on the property somewhere and each team can send out a group of 4 to find it (Hobbits: Frodo, Samwise "Sam", Meriadoc: "Merry" the Magnificent, Pippin "Pip"). If you find the ring you must bring it back before the game is over. Your opponents can steal the ring. They have one opportunity to tag one person in your group. If that person has the ring they must give it up.

**Game by Totall Adventures*

The Lord of the Rings Story

"The world has changed. I feel it in the water. I feel it in the earth. I smell it in the air. Much that once was is lost. For none now live who remember it. It began with the forging of the great rings. **Three** were given to the elves, immortal, wisest and fairest of all beings. **Seven** to the Dwarf Lords, great miners and craftsmen of the mountain halls. And **nine**, nine rings were gifted to the race of men, who above all else desired power. For within these rings was bound the strength and will to govern each race.

But they were all of them deceived for another ring was made. In the land of Mordor, in the fires of Mount Doom, the dark Lord Sauron forged in secret a master ring, to control all others and into this ring, he poured his cruelty, his malice, and his will to dominate all life. One ring to rule them all.

In the narrative of **The Lord of the Rings**, six Ents are identified by name. The main Ent character, and the first encountered by the readers and the hobbits, is Fangorn (Treebeard). The other ents are Beechbone, Bregalad, Fimbrethil, Finglas, and Fladrif. Fangorn: Also known as Treebeard.

*Three Rings for the Elven-kings under the
sky,
Seven for the Dwarf-lords in their halls of
stone,
Nine for Mortal Men doomed to die,
One for the Dark Lord on his dark throne
In the Land of Mordor where the Shadows
lie.*

*One Ring to rule them all, One Ring to find
them,
One Ring to bring them all and in the
darkness bind them
In the Land of Mordor where the Shadows
lie.*

Invasion Game: Once you enter your opponent's territory (past center line) you can be tagged.

If tagged go to **Tower of Orthanc** (jail) behind the rings (hands on hips). **NO** tower Guards.

Four ring guards. Ring guards can also watch/guard the tower.

A person can go after ring or run into jail to **rescue two people**.

Two people can be rescued by one person. You must link arms and walk back to your side.

If you can grab a ring you need to make it back to your side without being tagged.

One ring at a time.

Rings are put on your cone when you steal it from the other side.

If tagged with ring set it down at spot of tag then go to the tower (hands on hips).

If you grab the **yellow ring** (special powers) you must be tagged by 2 different people. When the first person tags you yell "one." If tagged again you hand the ring over so they can put it back on cones.

If you can capture all the rings, you win.

CROSS OVER

OBJECTIVE: Grades 4-8

To be the first team to get all your players to the other side of the playing field.

START/SET UP

Set up a large rectangle with cones and a line running down the center (at least 20 yds. x 30 yds). The older the grades the larger the grid.

- Each team starts on their own half behind the center line.
- One team should wear jerseys.
- On go the players try to get to the opposite end line without being tagged.

RULES

- If tagged you go back to your own half and restart.
- You can have defenders near the back line.
- Play short rounds or 2 minutes.
- Win: first team with all players to cross over or team with least amount of players that need to cross over.

SAFETY

- Tag softly.
- Team strategy that is kind.
- Do not yell at others for not making it.
- Create a strategy for the next round.
- Discuss why or why not your team was successful.

SKILLS

- Running, dodging, tagging, defending and team strategy.

YOSHI

OBJECTIVE

Team tagging game. To be the first team to have all your players in the box.

SET UP

Divide gym in half with a box (marked by cones) at opposite ends of the gym. You cannot be tagged when on your own side.

START

On the whistle or "go." Try to get past opponents to other side (box). If tagged you sit down. You can be rescued by teammates and taken back to your side. If you make it to box you can "sacrifice" to rescue a teammate but you must go back to your side.

RULES

- One box guard.
- No guarding tagged players.
- You can rescue a player by leaving your box (*sacrifice*) or leaving your side.
- When rescued by a teammate link arms (or hold hands) and go back to your side.

WAYS TO WIN

- Be the first team to have all your players in the box.
- When whistle is blown you have most players in box.
- When whistle is blown you have the least number of players sitting.
- When "Yoshi" is called your team is first to have all players in the box.

SAFETY: Tag softly. & Stay on feet. **SKILLS:** Run, dodge and strategy.

Always **Play** with **INTEGRITY** and be **heart safe, body safe.**