

GHOSTBUSTER TAG



Game by Meggie Shoemaker

LEARNING TARGETS:

- **Skill:** I will demonstrate safe behaviors and pacing.
- **Cognitive:** I will discuss responsibility during class discussions.
- **Physical Activity:** I will increase my heart rate during this activity.
- **SEL:** I will demonstrate responsibility by completing jumping jacks.

TARGET VOCABULARY: Responsibility, Leader

EQUIPMENT NEEDED: Cones to create activity area and a haunted castle; 3 or 4 foam noodles for taggers; Ghostbusters theme song

ORGANIZE SPACE: Create a large activity area with cones. In the center of the area, create a space large enough for several students to safely perform jumping jacks.

ORGANIZE STUDENTS: Scatter students in the activity area. Choose 3 or 4 students as Ghosts (taggers) and give them foam noodles.



PROCEDURES:

- **The Object:** The object of the game is to avoid being tagged by the ghosts.
- **The Process:** Play the first game at a speed walking pace. Increase the pace when students demonstrate safe behaviors. When the music starts, the tag game begins. If tagged by a Ghost, students must report to the haunted castle and perform jumping jacks until they hear the word “*Ghostbusters*” in the song. They can then return to the game.
- Tagged students must be inside the haunted castle by the time they hear the word *Ghostbusters*. If tagged outside of the castle when *Ghostbusters* is said, they must perform jumping jacks until the next time they hear *Ghostbusters*.

SELF-REGULATION DISCUSSION STARTERS:

- What is responsibility? How did you demonstrate responsibility during this game?
- Why is it important for a leader to demonstrate responsibility?