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?