

HAUNTED HOUSE



Game by Paul Redman

LEARNING TARGETS:

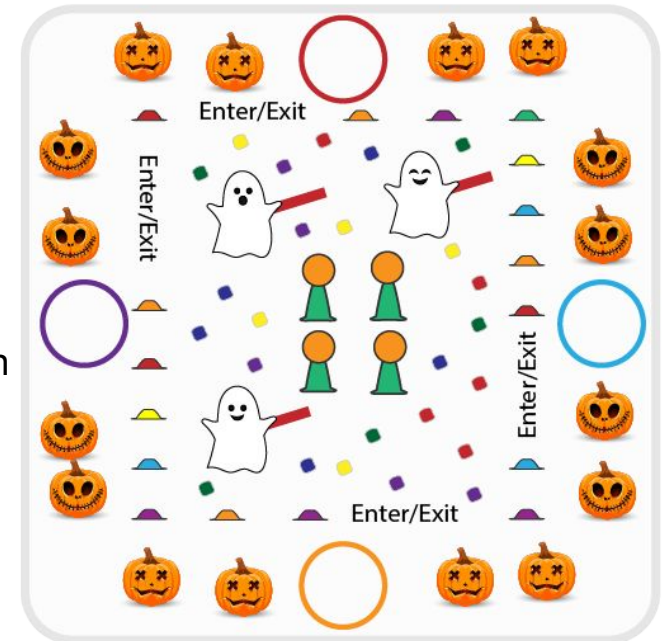
- **Skill:** I will demonstrate safe behaviors and pacing.
- **Cognitive:** I will discuss integrity and fair play..
- **Physical Activity:** I will increase my heart rate during this activity.
- **SEL:** I will demonstrate integrity by following all rule of the game.

TARGET VOCABULARY: Integrity, Fair Play

EQUIPMENT NEEDED: 60+ bean bags / pool noodle slices; 4 basketballs; 40 low-profile cones; 4 12” cones; 4 pool noodles; 1 hoop per team; scooters (optional)

ORGANIZE SPACE: Use low-profile cones to build a “Haunted House” with 4+ entries/exits for students to enter and leave. Create the “kitchen” in the center with basketballs (pumpkins) on 12” cones. Scatter bean bags & noodle slices (candy) throughout the Haunted House.

ORGANIZE STUDENTS: Place 1 hoop per team around the perimeter of the Haunted House. Create even teams. If desired, each team with a scooter. Designate 2-4 students as “ghosts” with pool noodles.



PROCEDURES:

- **The Object:** The object of the game is for each team to collect as much candy and pumpkins as possible while avoiding ghosts. Candy is worth 1 point and pumpkins are worth 5.
- **The Process:** When the music starts, 1 player per team will enter the haunted house (either on foot or on the scooters). The game is played in relay format. Students in the house can collect 1 piece of candy or pumpkin and return it to their team’s hula hoop. If tagged, students must return to their teams empty handed. When the music stops, we’ll count our candy.

SELF-REGULATION DISCUSSION STARTERS:

- What is integrity? How is it related to fair play
- How does integrity help you be a better teammate?