

I PUT A SPELL ON YOU



Game by Jennifer Carver

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: 3-4 pool noodles for taggers; cones to mark boundaries; *I Put a Spell on You* music

ORGANIZE SPACE: Create a large activity area for a safe tag game.

ORGANIZE STUDENTS: Designate 3-4 students a “witches” and give them a magic wand (noodle). All other students are Trick-or-Treaters. Scatter students.

PROCEDURES:

- **The Object:** The object of the game is to avoid being tagged by witches while also helping classmates who have been tagged. Witches are trying to “put a spell” on trick-or-treaters by tagging them with the noodles.
- **The Process:** This game is played at a speed walking pace. Tell the witches what their locomotor spell is (e.g., skipping, galloping, etc). When the music starts, the game begins. Witches will try to tag trick-or-treaters with their magic wands and saying, “I put a spell on you! SKIP!” When tagged, trick-or-treaters must skip (or perform the locomotor “spell” given). Students can help tagged players by tapping them safely on their shoulders and saying, “the spell is broken!” Students then return to a speed walking pace.

SELF-REGULATION DISCUSSION STARTERS:

- What does fair play look like in physical education class?
- How is fair play related to *fun* during physical education class time?

