Halloween Run Club Games

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| **Pumpkin Patch**  Object of the game: Players need to get pumpkins from the pumpkin patch and deliver them to the houses (to set on the front porch for Halloween night)  Supplies needed: cones to make circle, lots of beanbags (pumpkins)  Set up:   * Make a circle with the cones in the middle of the play area (this is the pumpkin patch) * Put the beanbags (pumpkins) in the circled area * Make sure each corner of the play area (these are houses) are clearly marked   Before you start:   * Review the boundaries * Review how to tag safely   How to Play:   1. Choose 2-3 players to be Scarecrows (taggers). All other players will be running into the pumpkin patch to try to steal pumpkins. Scarecrow taggers stay inside the pumpkin patch and try to tag players while they are taking a pumpkin out of the patch. 2. Players who are tagged sit down and wait for someone to help them (any other player can touch their back to unfreeze them). 3. Players may only take one pumpkin from the patch at a time. 4. Once they take a pumpkin, they need to put it in one of the houses.     Modifications: Tagged players can do an exercise before re-entering the game (10 jumping jacks, 10 push-ups, etc).  [Carly3.blogspot.com](https://carly3.blogspot.com/2014/10/october-games-for-pe-halloween-tag.html) | **Candy Corn or Pumpkin Tag (Sharks and Minnows)**  Object of the game: Pumpkins or Candy Corn (boys and girls) must make it from one boundary to another without being tagged  Supplies Needed: 3-4 pool noodles for tagging  Set up:   * A boundary line needs to be set up at one end of the play area. There needs to be a big empty space to play. Then another boundary line needs to be set up at the opposite end   Before you start:   * Review how to tag safely with a noodle   How to Play:   1. Choose 1-4 students to be halloween hungry taggers. They stand in the middle of the play area with a noodle. 2. All other players line up on one boundary line. The coach decides whether girls and boys are called either Pumpkins or Candy Corn (you can switch throughout the game). 3. One of the taggers calls out Pumpkins or Candy Corn, and those students must try to run to the other boundary line without being tagged. 4. If they make it without being tagged, they are safe. If they are tagged, they are frozen where they are. However, they can help tag other students as they run by. 5. Keep playing by calling out Pumpkins or Candy Corn until only 2-3 students are left. Those students can become the taggers for the next game.   Modifications: As more students are tagged, you can make the play area smaller to make it more challenging.  [Carly3.blogspot.com](https://carly3.blogspot.com/2014/10/october-games-for-pe-halloween-tag.html) |
| **Trick or Treat For Exercises Tag**  Object of the game: Players run around the designated area without getting tagged. If they are tagged, they must trick or treat at a “house”, complete an exercise, and can resume play  Supplies Needed: 3-4 pool noodles for taggers, 3 baskets or bags, 5 dice per basket, halloween music (optional)  Set up:   * Put 5 dice in each basket   Before you start:   * Make sure boundaries are visible * Review how to safely tag with a pool noodle * Review manners for trick or treating   How to Play:   1. Give a pool noodle to each tagger. Pick 3 students to be the “houses”. These students hold the baskets. 2. The taggers and houses spread around the play area. Everyone else stands along the perimeter ready to play. 3. The coach calls out an exercise that will be used when trick or treating (jumping jacks). 4. On the coach's signal, everyone begins to run around the play area. 5. If a player is tagged, they go find one of the houses and say “trick or treat”. The “house” student gives them the dice, and the tagged student must roll it and do that many of the designated exercises. Once they give the dice back to the house, they may continue playing tag.   Modifications: The “houses” can be stationary or move. You can also make this into freeze tag where the houses must run up to the frozen players.  [Carly3.blogspot.com](https://carly3.blogspot.com/2014/10/october-games-for-pe-halloween-tag.html) | **Capture the Ghost (Capture the Flag)**  Object of the game: Each team tries to take the other team’s ghost and return across the center line without being tagged  Supplies Needed: 2 hula hoops, 2 white rags or other item as the ghosts (flags) , small cones for boundaries (can call them witches hats)  Set up:   * Divide the playing field in half- use cones to mark each team’s territory * Designate two small zones (can call them witch’s cauldron) on both sides to hold people who are tagged * Place a “ghost” inside a hula hoop at the far ends of the playing field   Before you start:   * Divide into two teams * Review safe tagging   How to Play:   1. Each team starts in their territory. 2. Players try to run into the other team’s territory to steal their ghost. 3. If a player is tagged on the opponent’s side, they must go to the “witch’s cauldron” on the opponent's side. 4. A player can be freed from the witch’s cauldron when a teammate crosses the centerline and tags the player; both players then receive a free walk back to their side 5. If a player who has stolen the ghost is tagged, the ghost is returned to the hula hoop, and the player goes to the witch’s cauldron. 6. A player can only free one teammate at a time. 7. Players cannot stand too close to the ghost zone (hula hoop). They must stay at least 3 feet away unless an opposing player is that close. 8. If an opposing player can get both feet into the ghost zone (hula hoop) without being tagged, they can remain there safely (can’t get tagged) before attempting to cross back over the centerline   Modifications: Teams can hide the ghost instead of putting it in a hula hoop. You can also put markings on the ghosts so you know which ghost belongs to which team.  [Verywellfamily.com](https://www.verywellfamily.com/halloween-games-that-keep-kids-moving-1257320) |
| **Skeleton Scavenger Hunt** Object of the game: Players need to collect all the parts to create a full skeleton.  Supplies Needed: Cut up skeleton parts (can be paper or plastic ones), designate which parts are for which team (you may want to number the parts for the team or color code them, example- the blue team only takes the blue skeleton parts)  Set up:   * Hide the skeleton parts around the designated play area   Before you start:   * Review how to stay together as a group * Review what the finished skeleton should look like (how many parts they need to find)   How to Play:   1. Split students into teams of no more than 4. 2. Have students work together to run around and search for their designated skeleton parts. 3. Once they have collected them all, see if they can put the parts together. 4. The first team to assemble their skeleton is the winner.   Modifications: Depending on the age group, you can use a few big skeleton parts, or more smaller skeleton parts. You could also do this with other halloween themed items (jack-o-lantern, spider)  [Verywellfamily.com](https://www.verywellfamily.com/halloween-games-that-keep-kids-moving-1257320) | **Dead Man’s Treasure (Pirate’s Treasure)**  Object of the game: The winning team will have collected all the opposing team’s treasure and brought it to their territory.  Supplies Needed: Hula hoops (one for each team; you can play with two or more teams), beanbags (at least 10 for each team, may want them color coated), if you want to *really* get into character, give players on each team matching sashes, pirate's belts, eye patches, bandannas, or hats  Set up:   * Divide the playing field based on how many teams you have, use cones to mark each team’s territory * Place at least 10 pieces of treasure inside a treasure chest (hula hoop) in the middle of each team’s territory   Before you start:   * Divide into two (or more) teams * Review safe tagging   How to Play:   1. Each team starts in their territory. 2. Within each team, players can decide to be plunderers (try to steal treasure), or protectors (try to protect their treasure). Protectors cannot be closer than 3 feet to the treasure chest (hula hoop) unless someone from the opposing team is. 3. Protectors must tag opposing team members when they are in their territory. Plunderers can be tagged when they go into the opposing team’s territory. Whoever is tagged must complete a fitness activity (ex. 5 tuck jumps), then return to their own territory before resuming play. 4. If a protector tags a player carrying plundered treasure, the plunderer must drop the treasure and perform the fitness activity. In the meantime, the protector can grab the treasure and return it to its chest. 5. Players can toss the treasure to a teammate to avoid getting tagged. 6. Protectors and plunderers can switch places at any time. 7. The game ends when one team has captured all of another team's treasure.   [Verywellfamily.com](https://www.verywellfamily.com/halloween-games-that-keep-kids-moving-1257320) |