

# Halloween PE Games

5 FUN ACTIVITIES FOR KINDER TO 8TH GRADE

## Witches Broomstick Tag

A simple tag game where noodle as a broomstick, zombies walking with a



## Pumpkin Patch Hunt

### SETUP

For this activity, you will need about 100 paper plates that can be reused. A week before you play this game, give 5 plates to each student to decorate with a picture of a pumpkin on it. Then, create a pumpkin patch in your room with all the plates laid out on the floor.

### INSTRUCTIONS

- 1 Place all 100 plates on the floor. On 25 of them, place a post-it note on the underneath of each plate with a specific number of points assigned to it. Make them worth between 1-10 points.
- 2 Divide you class into 4 even teams that setup on each end line.
- 3 One student at a time, they run into the pumpkin patch and can pick up only 1 plate. If they find one with a post-it note on it with points, they collect the post-it note and then place the pumpkin back on the floor, pumpkin side facing up.
- 4 The children rotate one at a time going into the pumpkin patch turning over one pumpkin. Each child will get multiple turns.
- 5 After 5 minutes, stop the game to see which team

### SKILL FOCUS

- ★ Teamwork, running, cognitive skills, agility

### GROUP SIZE

- ★ Any number of teams as long as they are equal

### EQUIPMENT

- ★ 100 decorated plates, cones

### LOCATION

### ABOUT

A fun activity where the children can use their imagination and dance around your room or pretend to be a monster. Play Halloween music in the background. When the music stops, the children must freeze in their spots.



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# Pumpkin Patch Hunt



## SKILL FOCUS

- ★ Teamwork, running, cognitive skills, agility

## GROUP SIZE

- ★ Any number of teams as long as they are equal

## EQUIPMENT

- ★ 100 decorated plates, cones

## LOCATION

- ★ Inside or outside

## SAFETY

- ★ Children should be careful not to bump into one another.

## SETUP

For this activity, you will need about 100 paper plates that can be reused. A week before you play this game, give 5 plates to each student to decorate with a picture of a pumpkin on it. Then, create a pumpkin patch in your room with all the plates laid out on the floor.

## INSTRUCTIONS

- 1 Place all 100 plates on the floor. On 25 of them, place a post-it note on the underneath of each plate with a specific number of points assigned to it. Make them worth between 1-10 points.
- 2 Divide you class into 4 even teams that setup on each end line.
- 3 One student at a time, they run into the pumpkin patch and can pick up only 1 plate. If they find one with a post-it note on it with points, they collect the post-it note and then place the pumpkin back on the floor, pumpkin side facing up.
- 4 The children rotate one at a time going into the pumpkin patch turning over one pumpkin. Each child will get multiple turns.
- 5 After 5 minutes, stop the game to see which team collected the most points.

## MODIFICATIONS

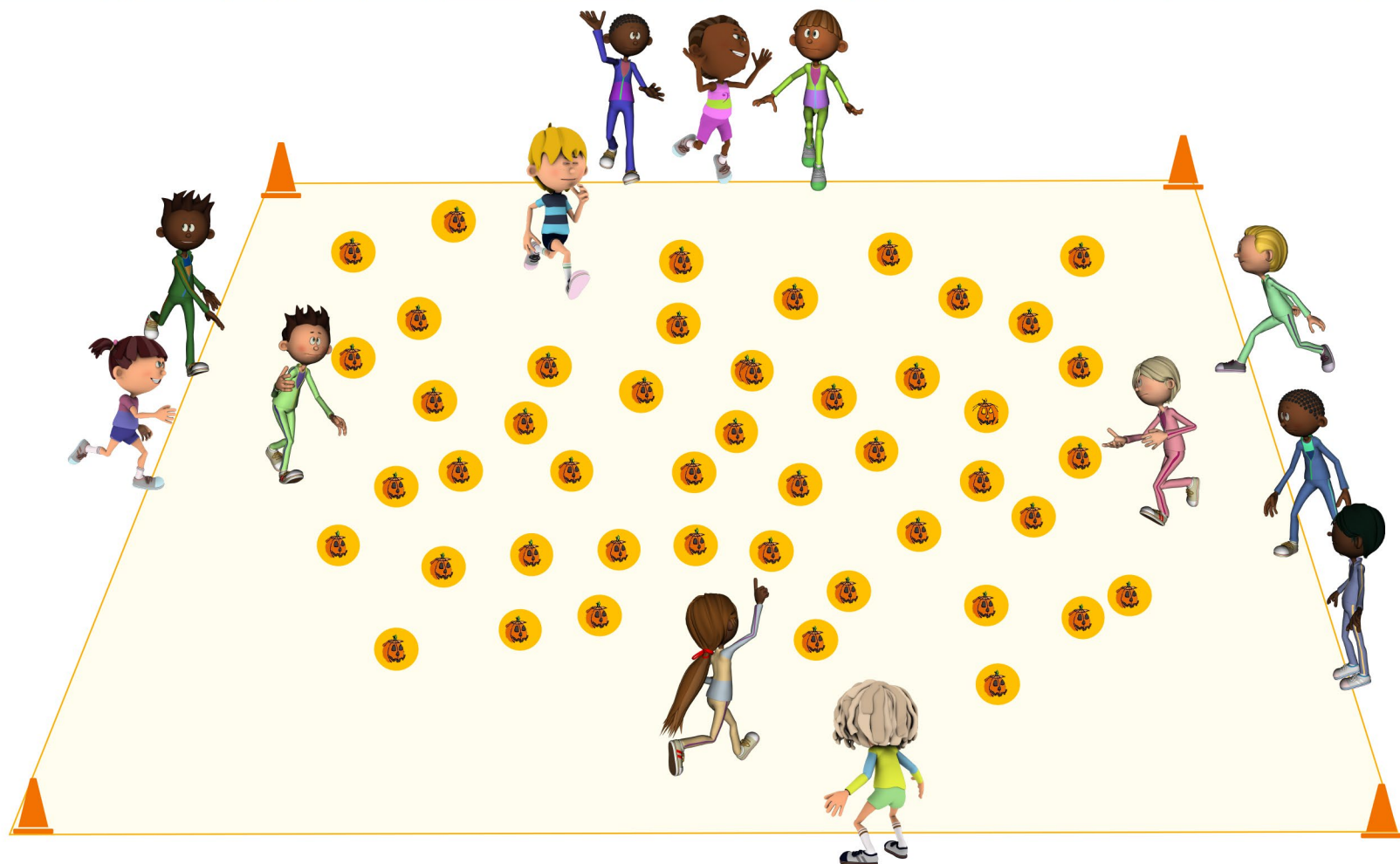
To make it harder, add more pumpkins to the patch as well as more point totals.

# Pumpkin Patch Hunt



## ABOUT

The class will be divided into 4 teams who are looking for rewards under pumpkins (plates)



# Witches Broomstick Tag



## SKILL FOCUS

- ★ Balance, running, cognitive skills, agility

## GROUP SIZE

- ★ Any number of children that can play safely in the room

## EQUIPMENT

- ★ Cones, 2 swim noodles, 10 rubber balls

## LOCATION

- ★ Inside or outside

## SAFETY

- ★ Children should be careful not to bump into one another.

## SETUP

Setup 4 cones in each corner to mark safety areas. Pick 2 kids to become witches who will use a swim noodle as a broomstick. Place about 10 rubber balls on the perimeter of the gym for the kids who get caught and become zombies.

## INSTRUCTIONS

- 1 Have the children spread out all over the room and pick 2 kids to be witches. The witches must run around the room with swim noodle between their legs which serves as a broomstick.
- 2 When the witch tags another kid, they become a zombie and must place a ball (provided outside the boundaries) tight between their legs. They can now travel around the room with the ball between their legs with no assistance from their hands. The zombies can now help the witches tag other kids.
- 3 The last 2 children left saved the human race and become the new witches.
- 4 You can also make the cones in the corners a safety base where they cannot be tagged, but you must place time limit on how long they can stay there.

## MODIFICATIONS

To make it harder, add more witches and have no safety bases.

# Witches Broomstick Tag



## ABOUT

A simple tag game where 2 kids are witches using a swim noodle as a broomstick. Kids who get caught turn into zombies walking with a ball between their legs.



# Ghostbusters



## SKILL FOCUS

- ★ Balance, running, cognitive skills, agility

## GROUP SIZE

- ★ Any number of children that can play safely in the room

## EQUIPMENT

- ★ Cones, 2 hula hoops

## LOCATION

- ★ Inside

## SAFETY

- ★ Children should be careful not to bump into one another.

## SETUP

Setup 4 cones in each corner to mark safety areas. Pick 2 kids to become the ghostbusters while all the other children are ghosts. Each ghostbuster is giving a hula hoop to lay on the floor in which they will kick the hoop at other children.

## INSTRUCTIONS

- 1 Have the children spread out all over the room and pick 2 kids to be ghostbusters. The rest of the children will be ghosts.
- 2 On 'go' the two ghostbusters will run around the room kicking their hula hoop at the ghosts in an effort to hit them with the hoop. The hoop will slide on the floor.
- 3 If a ghost gets hit, they must balance on one foot for 20 seconds in the spot they got hit, then they are free to come back into the game.
- 4 After a few minutes pause the game and pick new ghostbusters.
- 5 The game always works great with Halloween music in the background.

## MODIFICATIONS

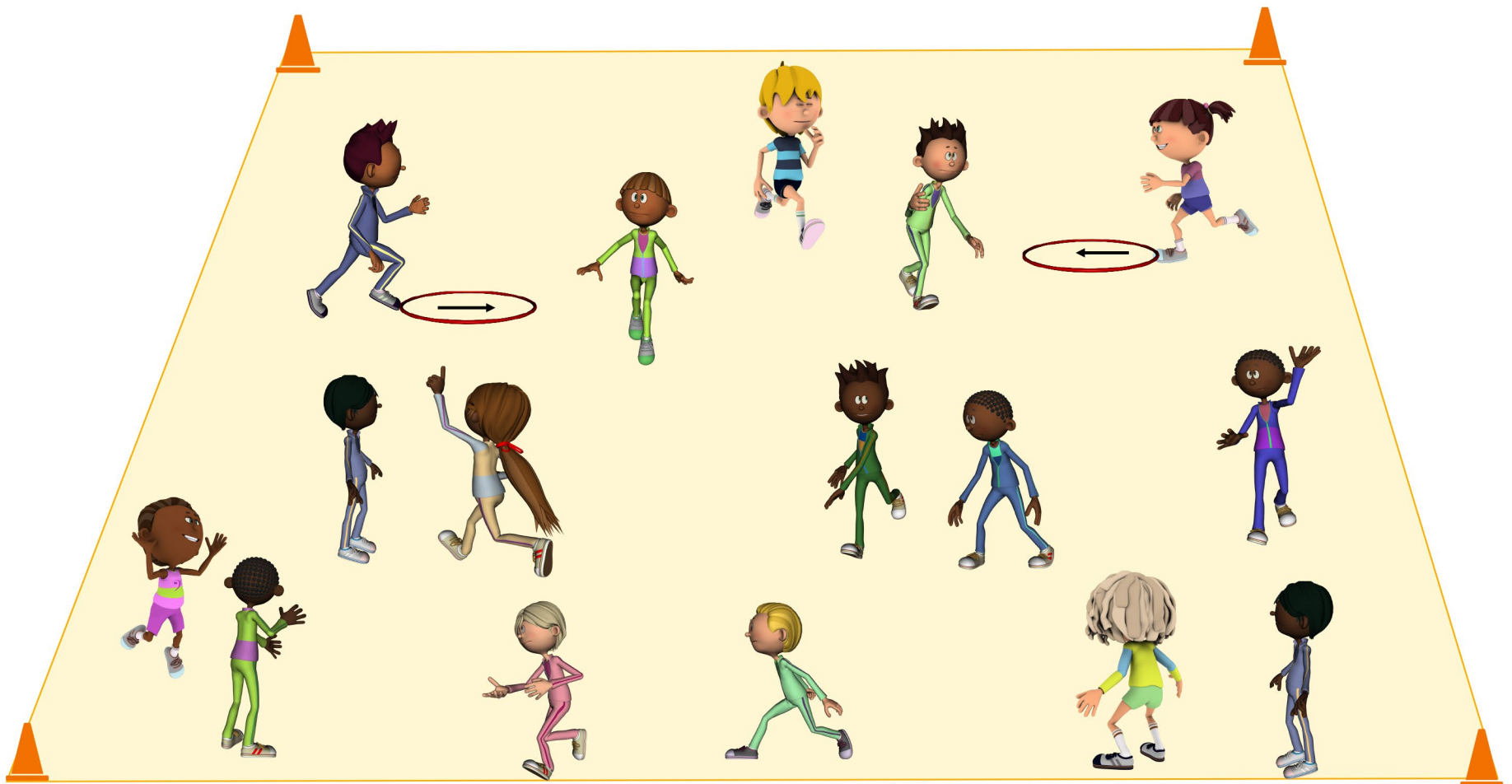
To make it harder, add more ghostbusters or when they get hit, have them balance on one foot for 20 seconds, then repeat with the other foot to come back into the game.

# Ghostbusters



## ABOUT

All the children are ghosts except for two kids who are the ghostbusters. The two ghostbusters are kicking the hula hoops on the ground at the ghost trying to hit them with the hoop to capture them.





# Pumpkin Kick



## SKILL FOCUS

- ★ Kicking, dribbling, eye-foot coordination, agility

## GROUP SIZE

- ★ Any number of children that can play safely in the room

## EQUIPMENT

- ★ 2 cones, 2 balls, 2 bowling pins, floor tape, 6 pumpkins (orange cones can be substituted if needed)

## LOCATION

- ★ Inside or outside

## SAFETY

- ★ Children should be careful not to trip over pumpkins

## SETUP

Setup the children as you would in a traditional relay race. Place 3 pumpkins a few feet apart before each team with a bowling pin at the other end line. Tape a 'kicking line' on the ground directly after the last pumpkin as shown in the image.

## INSTRUCTIONS

- 1 Divide the class into two even teams and put them in a line at one end of room.
- 2 On 'go' the first child in each line will soccer dribble the ball in and out of the pumpkins as the arrows show in the image.
- 3 When they past the last pumpkin, they soccer kick the ball at the bowling pin from the kicking line placed on the floor.
- 4 Whether they hit the pin or miss, the must now retrieve the ball and soccer dribble it back the same way they came to give the ball to the next child. The next child now repeats this process as the first child goes to the end of the line.
- 5 If a child knocks over the pin, they must stand in back up in the same spot to get their point, then dribble it back to the next child going in and out of the pumpkins. The first team to get to 10 points wins that round.

## MODIFICATIONS

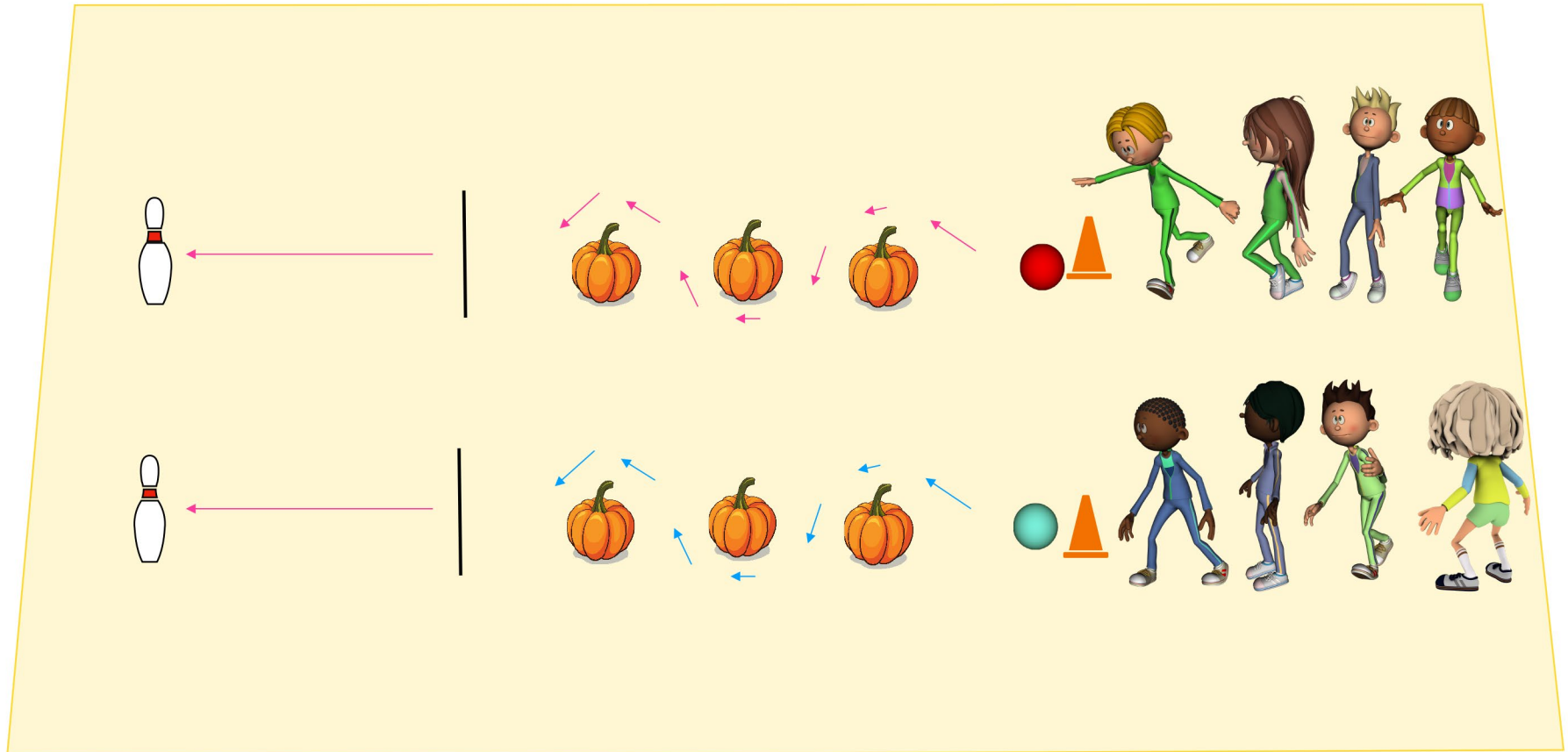
To make it harder, add more pumpkins and make the soccer kick from further away.

# Pumpkin Kick



## ABOUT

A relay race where pumpkins are the obstacles and the children need to kick a ball at a pin to receive a point.

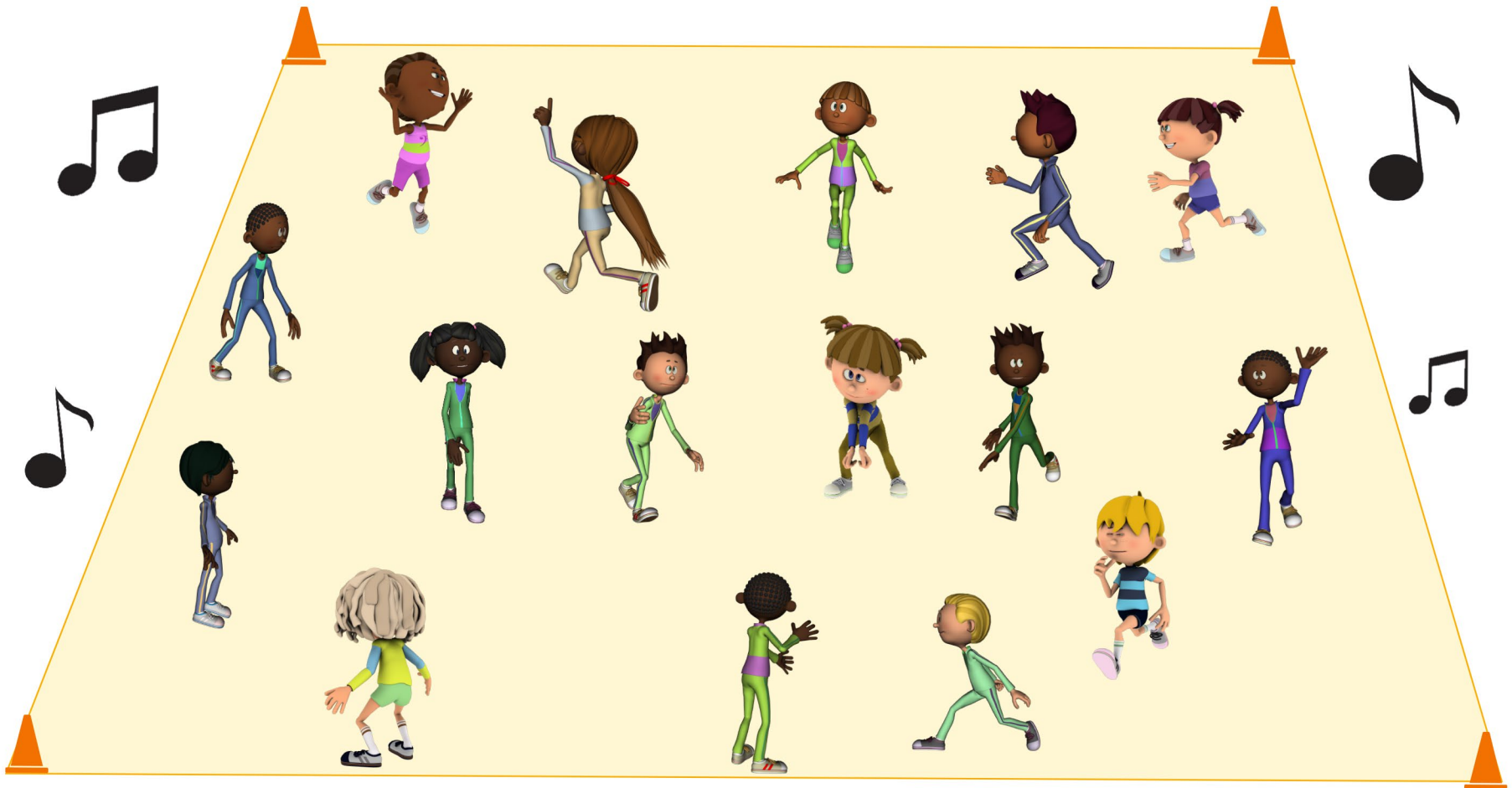


# Monster Freeze Dance



## ABOUT

A fun activity where the children can use their imagination and dance around your room or pretend to be a monster. Play Halloween music in the background. When the music stops, the children must freeze in their spots.



# Monster Freeze Dance



## SKILL FOCUS

- ★ Movement skills, listening skills, creative skills, agility

## GROUP SIZE

- ★ Any number of children that can play safely in the room

## EQUIPMENT

- ★ Music and music player

## LOCATION

- ★ Inside or outside

## SAFETY

- ★ Children should be careful not to bump into one another

## SETUP

Spread the children out around your room so they are in a safe area. Play music and let them move about the room until the music goes off.

## INSTRUCTIONS

- 1 Have your students spread out all over your room.
- 2 Give them examples of how various monster may move. For example, how Frankenstein will walk with his legs stiff and his hand out in front.
- 3 Explain to the students when the Halloween music comes on, they can dance around the room or move like their favorite monster.
- 4 Let the children know when the music goes off, they must freeze in their spot.
- 5 Then, when the music goes on, the kids can move again.
- 6 To change it up, the teacher can call out various Halloween characters for the kids to imitate at the same time such as a witch, ghost or bat.

## MODIFICATIONS

To make it harder, freeze the music, unfreeze the music at a faster pace.