

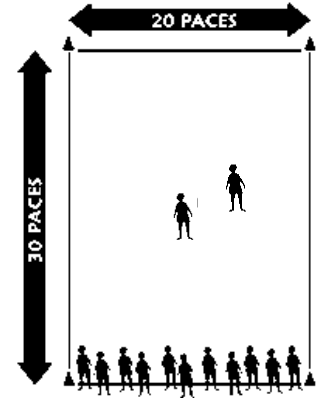
# Zombie Graveyard

### Ready

- 4 cones (for boundaries)
- 2 pinnies (or provide something with a Halloween theme to wear)

### Set

- Create a large (20 x 30 paces) activity area.
- Scatter individuals (“Trick or Treaters”) on 1 end line facing the Zombies.
- Designate 2 students to be the “Zombies” who stand in the middle of the area wearing a pinnie.



### GO!

1. The object of **Zombie Graveyard** is for the Trick-or-Treaters to make it through the graveyard without being bitten (tagged) by the Zombies.
2. You are on your way to Trick-or-Treat but to get to the neighborhood you must pass through this scary graveyard. If you want to get your candy you must get all the way through without being bitten by a Zombie.
3. When the Zombies say “Boo”, Trick-or-Treaters begin moving safely through the graveyard.
4. *(Students can power walk or jog across the graveyard. Later you can change to other locomotor skills.)*
5. Zombies will use a safe 2-finger tag on Trick-or-Treaters.
6. Trick-or-Treaters try to make it to the other side of the graveyard (endline) without being tagged.
7. If Trick-or-Treaters make it without being tagged, they turn around and wait on the endline for the next round.
8. If a Trick-or-Treater gets bitten (tagged) they must freeze where they get tagged and they are now a Zombie.
9. For the next round, the ones who were bitten are now Zombies and can bite (tag) Trick-or-Treaters but must stay in the spot they were tagged. *(They can turn and face the group but may not move to tag or chase others.)*
10. Variation: Tombstones!
  - (Add “tombstones” like *gymnastics mats or other items to stand up*) where zombies can hide behind. Trick or treaters start by turning around and facing the wall while the Zombies hide behind the tombstones in the graveyard. Then the teacher can start the game by saying “Boo”.

### Challenges

- Can you be one of the last Trick-or-Treaters left?
- As a Zombie how many Trick-or-Treaters can you tag?