

Ghostbusters



Aim of this game: The objective of the game is for the ghostbusters to catch all of the ghosts by tagging them.

Lesson information

Duration: 20 minutes

Age range: All ages

No. of players: Varies

Session plan number: 1

Challenge:

5-6 years:

Give the ghostbusters small foam balls to hold and use these to tag the ghosts.

7-9 years:

As to the right.

10-11 years:

When tagged the person can be freed by another team member asking "Who you going to call?"
Reply "Ghost busters".

Resources:



4 different coloured cones

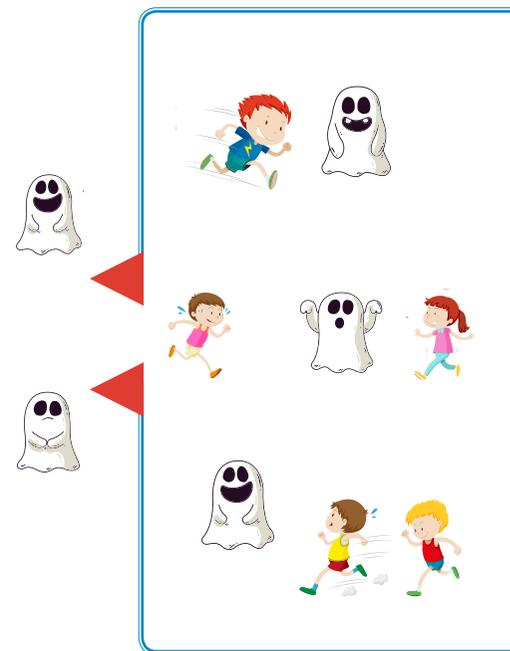
Game set up and rules

This is an adapted version of tag. The amount of people that are on is dependent on the number of participants. You may choose to have a higher number of chasers if there is a higher number of runners.

In this game, the taggers represent ghostbusters and the runners represent ghosts. The objective is for the ghostbusters to catch all of the ghosts by tagging them.

When a ghost gets tagged they then either come out of the playing area or become a ghostbuster (dependent on the leader's preference).

Blue box is the playing area, red arrows are the doors to the playing area.



Teacher notes and review