

How many words can you make from the letters in **pumpkin**?

Ready, set, ghost!

pumpkin	pip	nu
pink	itp	in
pump	pup	un
punk	utp	nu
mink	pun	
kip	nip	20
kin	pin	
ink	pi	

Mu & nu are Greek letters in the alphabet.

Whoooo
can spy uppercase letters?

ABCDEFGHIJKLMNOPQRSTUVWXYZ

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Face to 100

Pick a partner. Take turns rolling the dice. Whatever number you roll, color in that many squares.

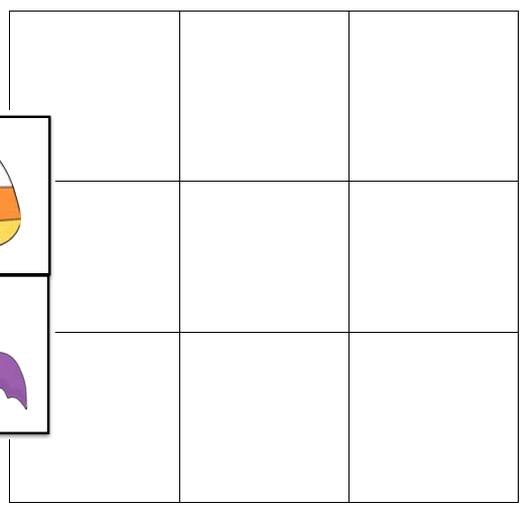
The 1st one to completely fill in their 100's chart is the winner.

Older students use 2 dice and add them together.

Make the game more difficult by losing a turn if you roll a 1.

I Mustache You To Add End Punctuation.

Halloween Trick Tac Toe



Candy Corn Counting

□ + □ = □

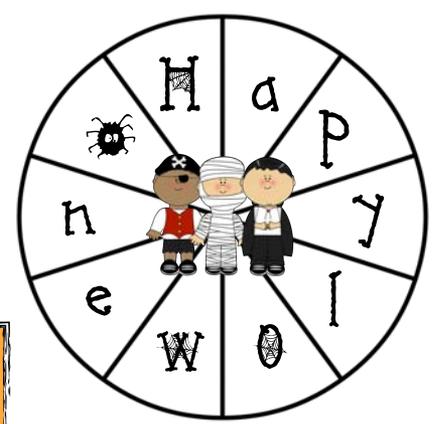


Spooky Spin and Spell

H a p p y

H a l l o w e e n

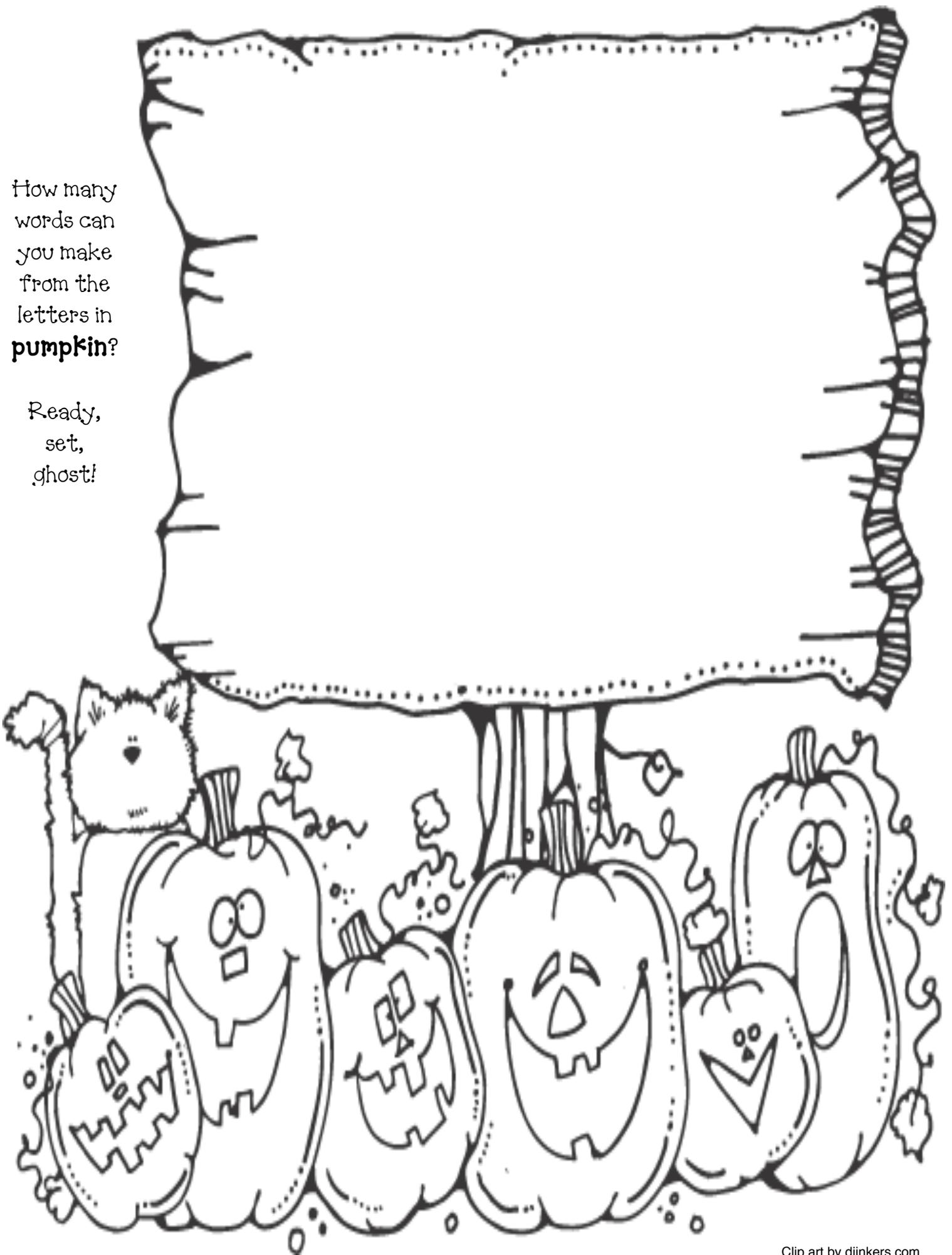
Happy Halloween!



Halloween Party Day Games

How many
words can
you make
from the
letters in
pumpkin?

Ready,
set,
ghost!



How many words can you make from the letters in **pumpkin**?

Ready,
set,
ghost!

pumpkin

pink

pump

punk

mink

kip

kin

ink

pip

imp

pup

ump

pun

nip

pin

pi

mu

in

un

nu

20

Mu & nu are Greek letters in the alphabet.



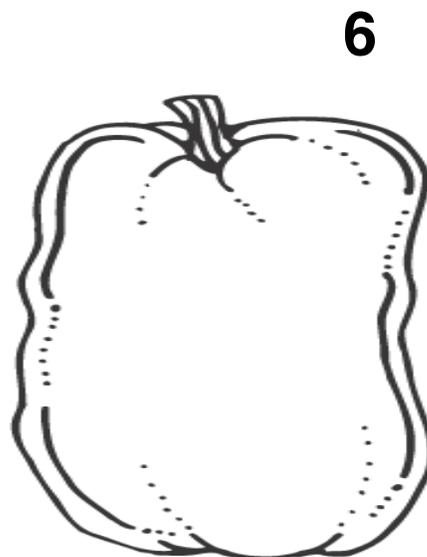
Pumpkins On A Roll

Roll the dice.

Using an orange crayon/marker, draw a pumpkin shape around the face.

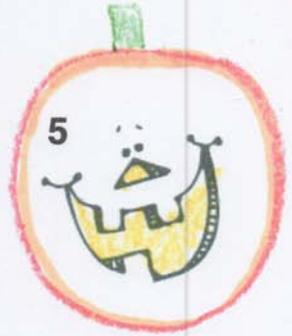
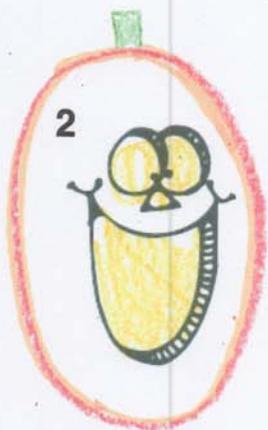
Add a green stem.

For number 6 draw a face on the pumpkin.



Diane

Pumpkins On A Roll
Roll the dice.
Using an orange crayon/marker, draw a
pumpkin shape around the face.
Add a green stem.
For number 6 draw a face on the pumpkin.

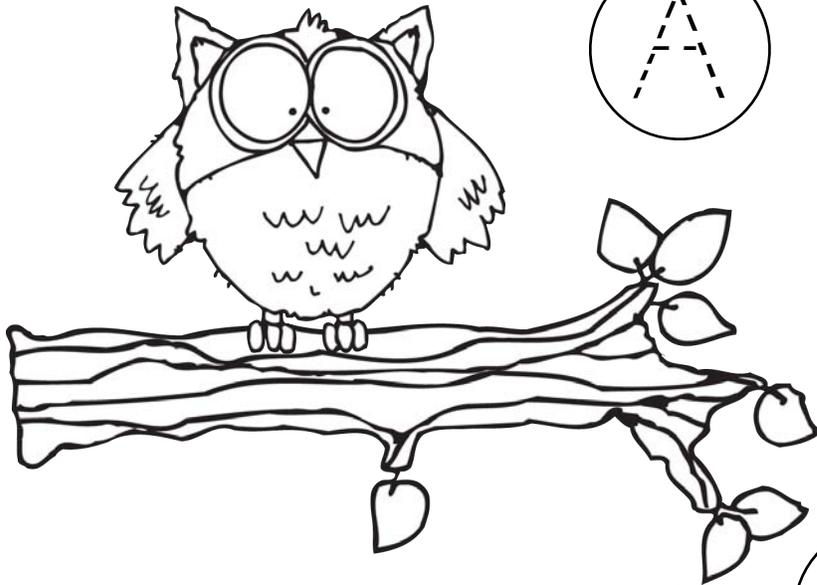


Clip art by dlinkers.com

Completed worksheet.

WHOOOO

can spy uppercase letters?

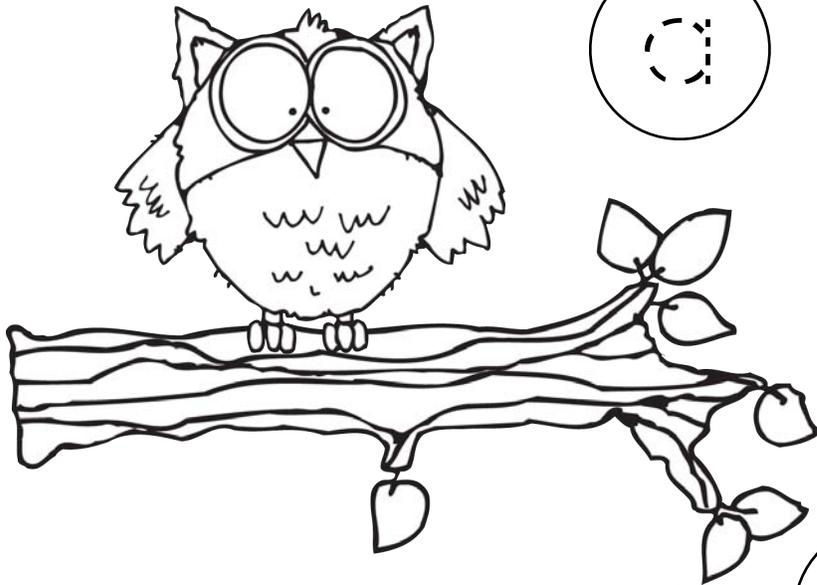


A collection of 26 uppercase letters (A-Z) arranged in a grid-like pattern. Each letter is enclosed in a circle and is drawn with dashed lines, making it suitable for tracing. The letters are: A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z.



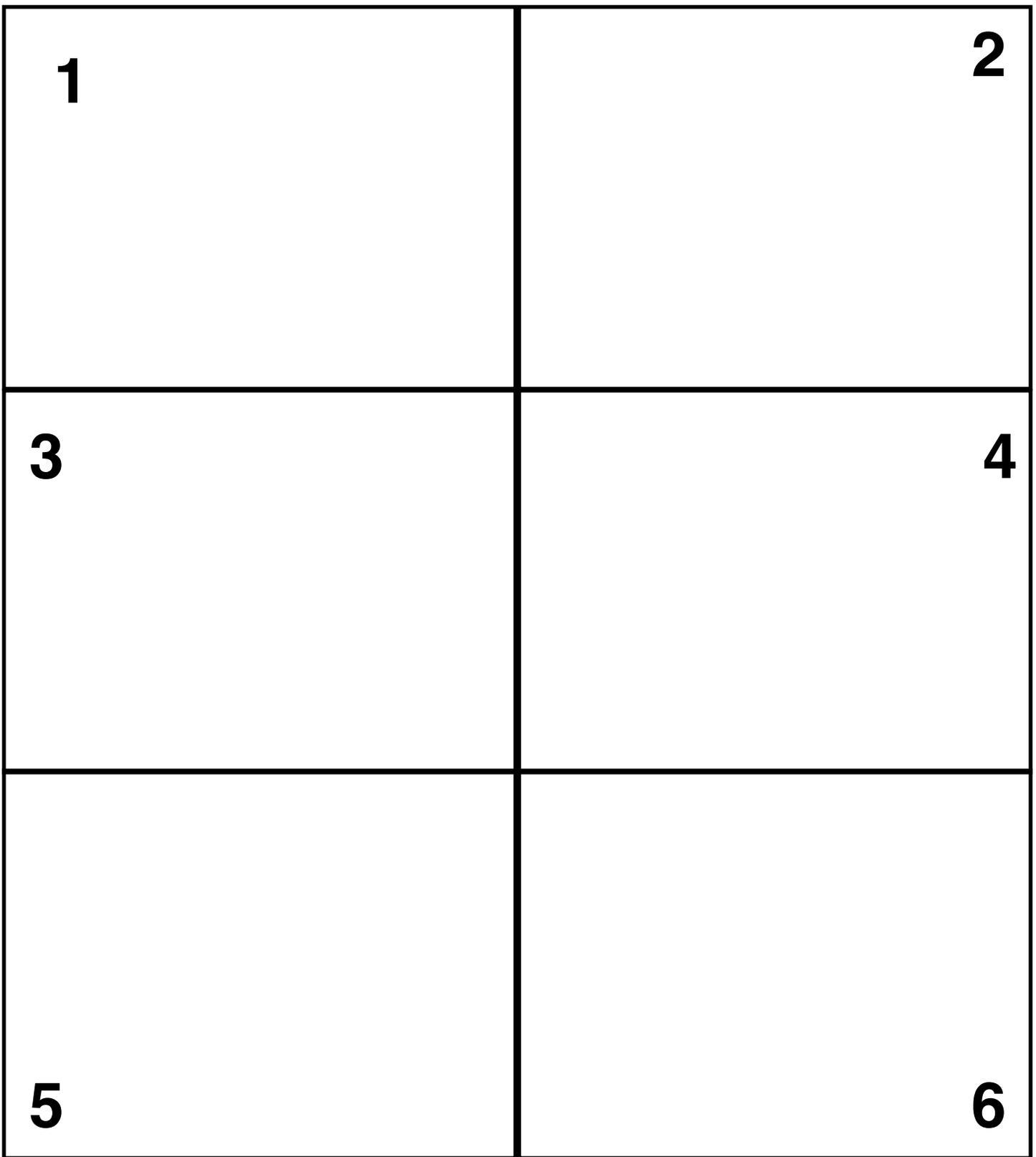
WHOooo

can spy lowercase letters?



A collection of lowercase letters in various styles, each enclosed in a circle. The letters are: a, b, c, d, e, f, g, h, i, j, k, l, m, n, o, p, q, r, s, t, u, v, w, x, y, z. Some letters are solid, while others are dashed for tracing.





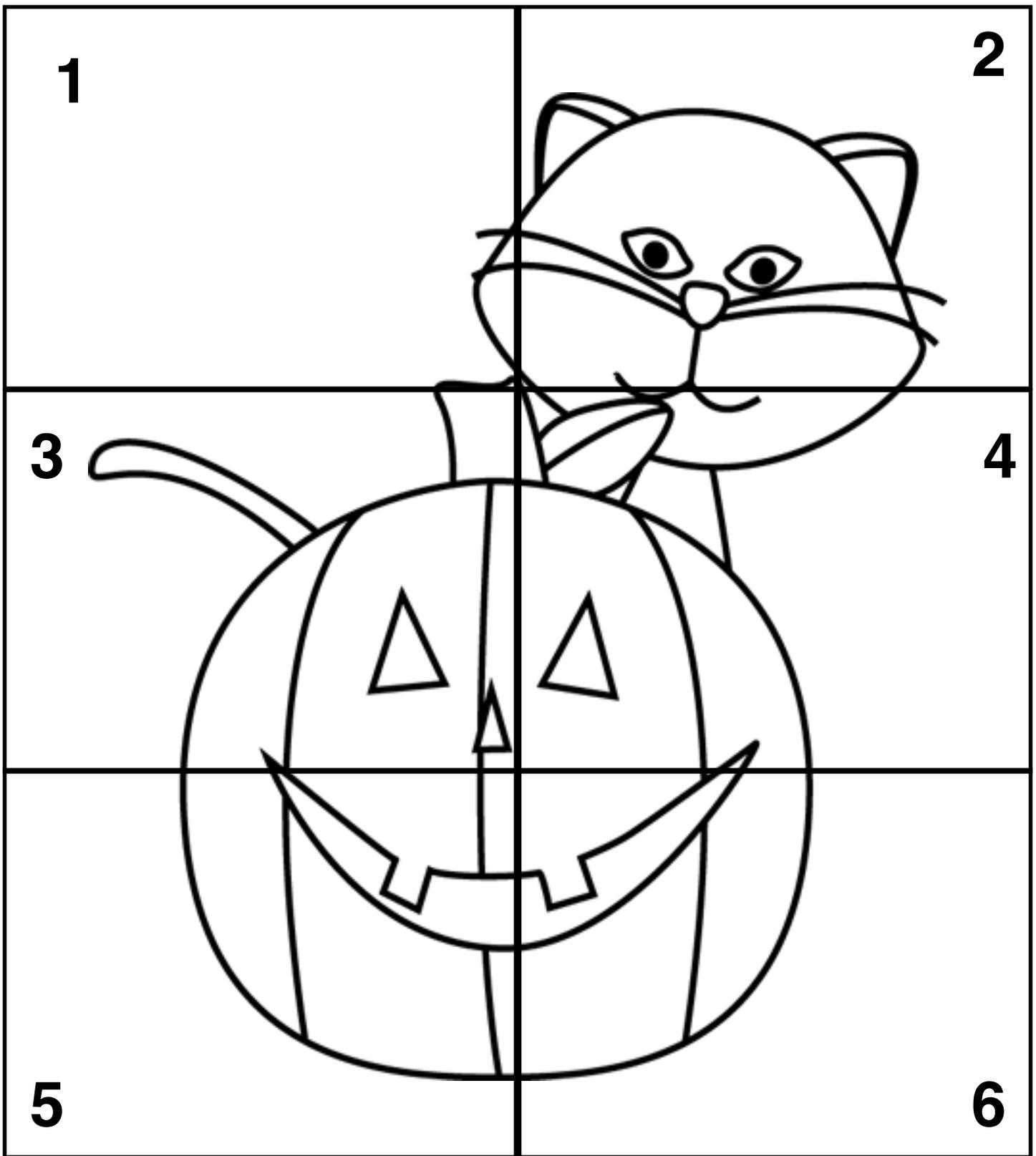
Puzzle Me!

- Color the picture.
- Cut on the lines to make 6 pieces.
- Choose a partner.
- Take turns rolling the dice.
- Whatever number you roll, is the piece that you glue to the grid.
- The 1st one to complete their puzzle is the winner.

Ready, set, ghost!

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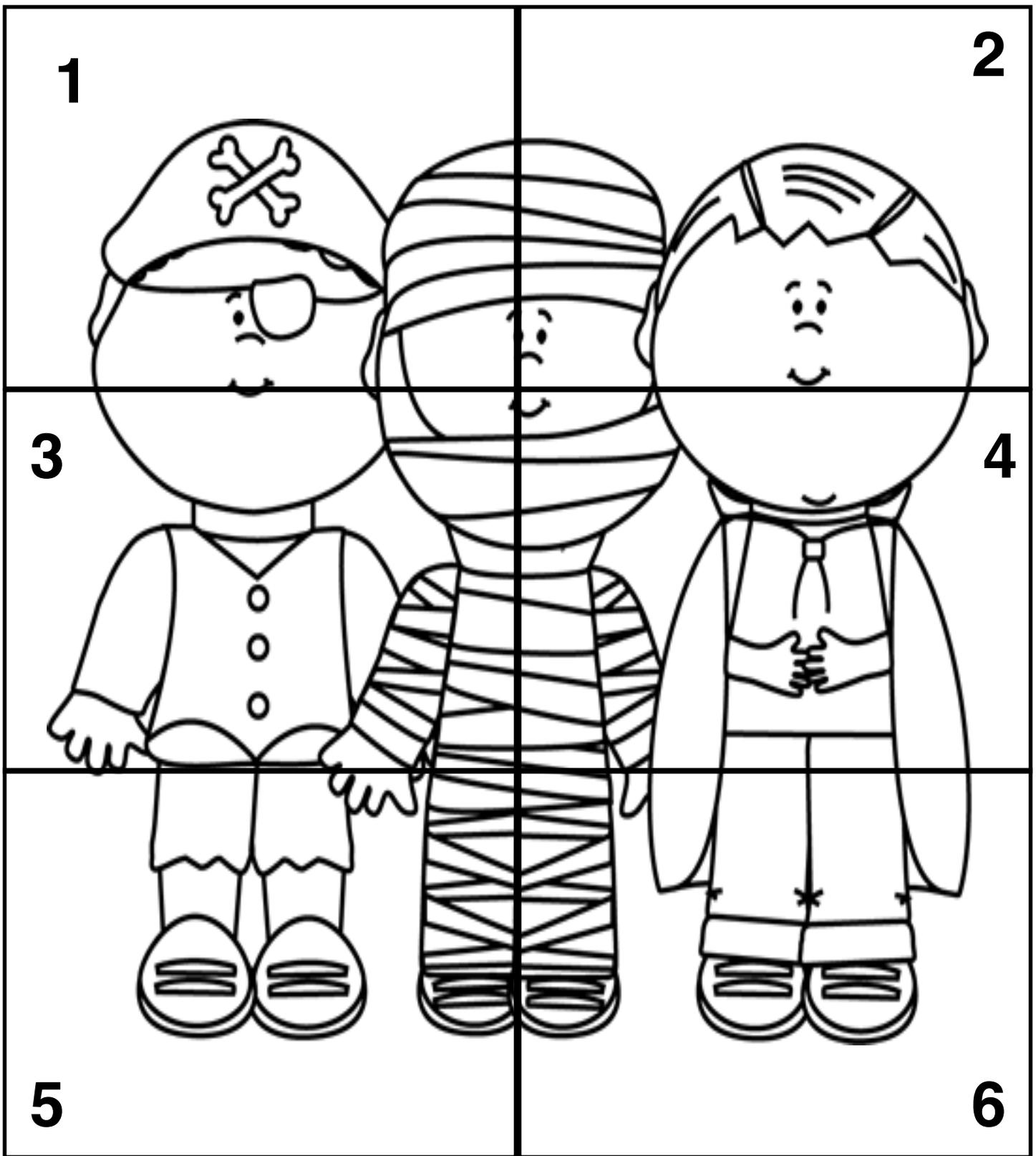
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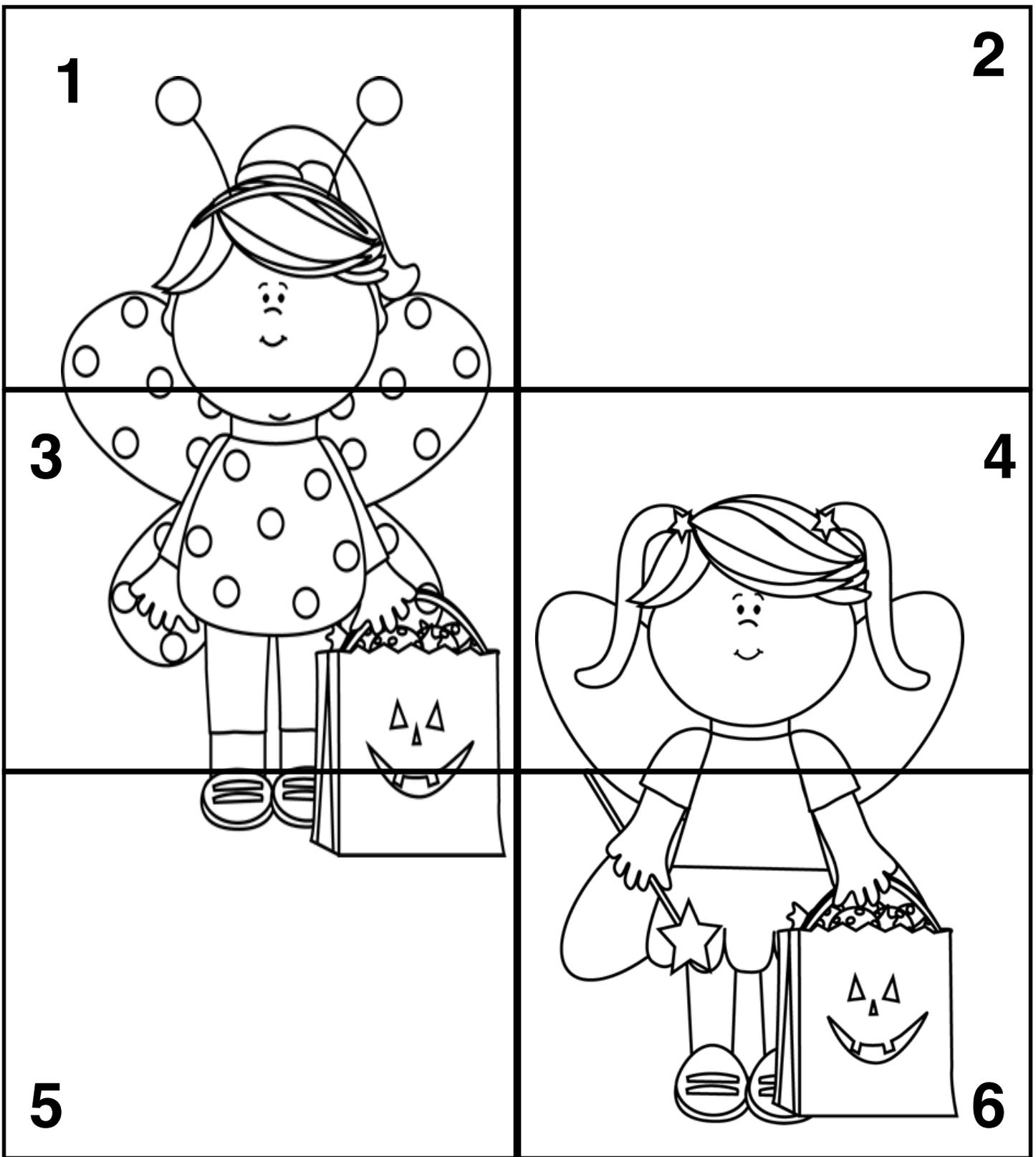
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91	92	93	94	95	96	97	98	99	100

Race to 100

Pick a partner.
Take turns rolling the dice.
Whatever number you roll, color in that many squares.

The 1st one to completely fill in their 100's chart is the winner.

Older students use 2 dice and add them together.

Make the game more difficult by losing a turn if you roll a 1.



Hidden Picture

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
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There's an invisible Halloween picture in the number patch. Follow the directions and color in the numbered boxes to find what's hiding.

Color these boxes

brown:

5, 6, 15, 16

Color these boxes

green:

8, 17

Color these boxes

black:

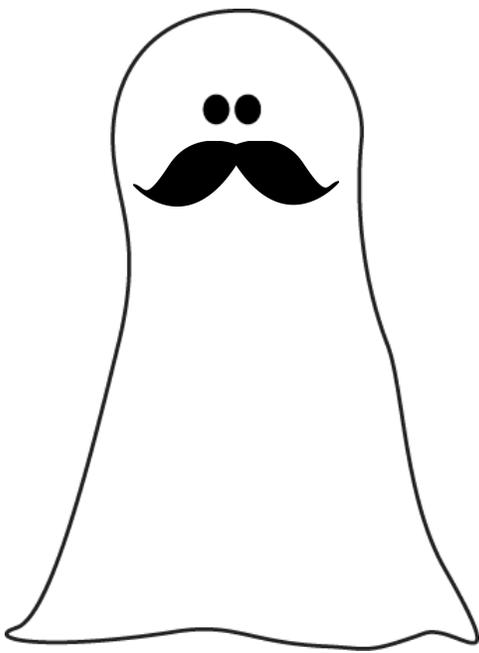
44, 47, 55, 56, 63,
74, 77, 85, 86

Color these boxes

orange:

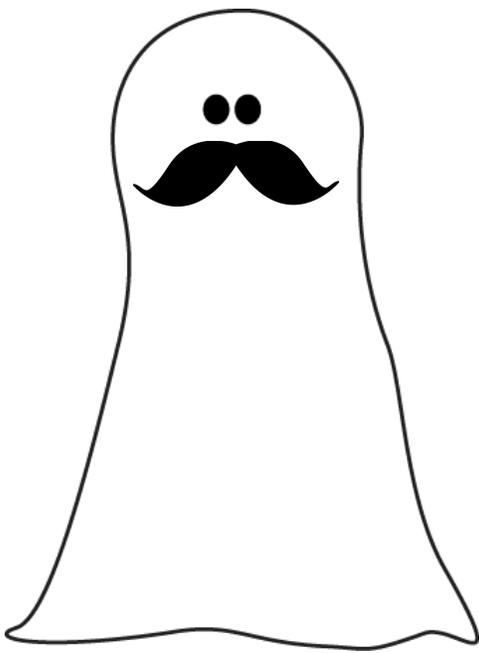
23, 24, 25, 26, 27, 28,
32, 33, 34, 35, 36, 37,
38, 39, 42, 43, 45, 46,
48, 49, 52, 53, 54, 57,
58, 59, 62, 64, 65, 66, 67,
68, 69, 72, 73, 75, 76, 78,
79, 82, 83, 84, 87, 88,
89, 93, 94, 95, 96, 97, 98

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91	92	93	94	95	96	97	98	99	100



I Mustache You To Add End Punctuation.

Help There is a monster under my bed
Did you hear that
Will you go trick or treating with me
I like candy
Eek I saw a spider
Look both ways when you cross the street
I see a brown bat
I want to go too
Is she a princess
Are you a superhero
Let's carve a pumpkin
Go away big green monster
I like your costume
That was fun
Do you want to play a game
Thank you for the apple
He has two candy bars



I Mustache You
to Unscramble the
Halloween Words

Ready, set, ghost!

hogst

loaheneiw

muppnik

tab

act

mutoces

dynac

rcikt

atert

keltseho

prides

stenrom

dimthing

onoh

eshu

drak

low

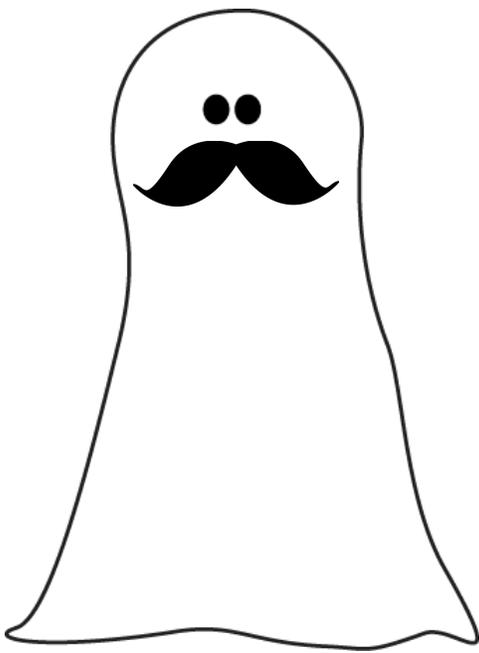
dahwos

broctoe

yarpt

tarpie

gonrae



I Mustache You
to Unscramble the
Halloween Words

Ready, set, ghost!

ghost

halloween

pumpkin

bat

cat

costume

candy

trick

treat

skeleton

spider

monster

midnight

moon

house

dark

owl

shadow

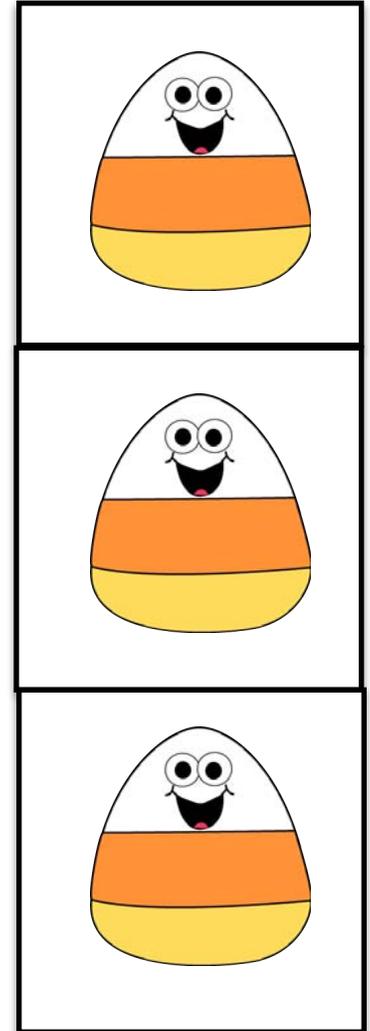
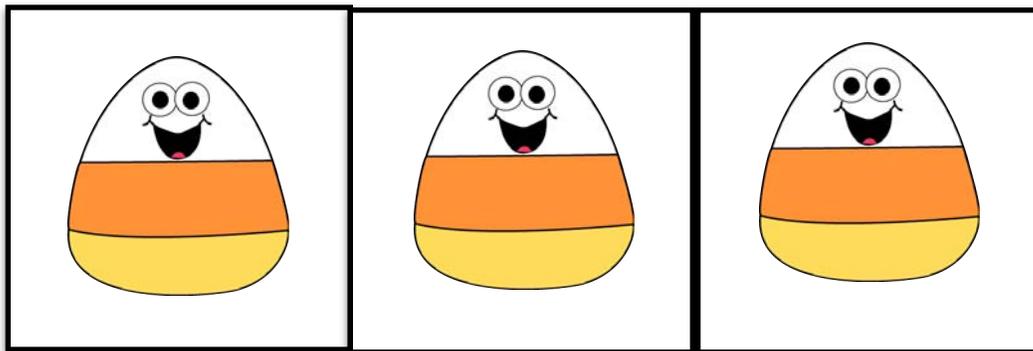
october

party

pirate

orange

Halloween Trick Tac Toe

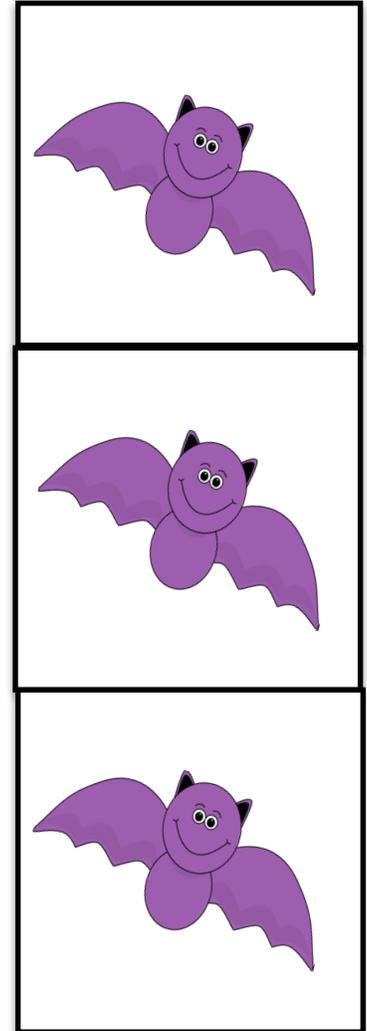
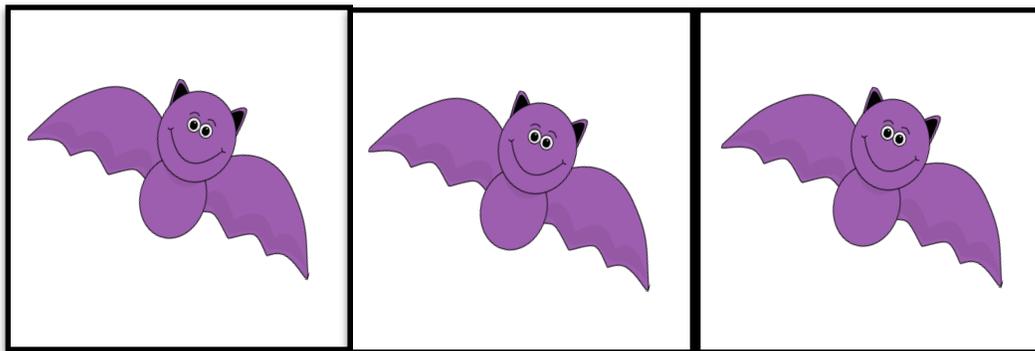
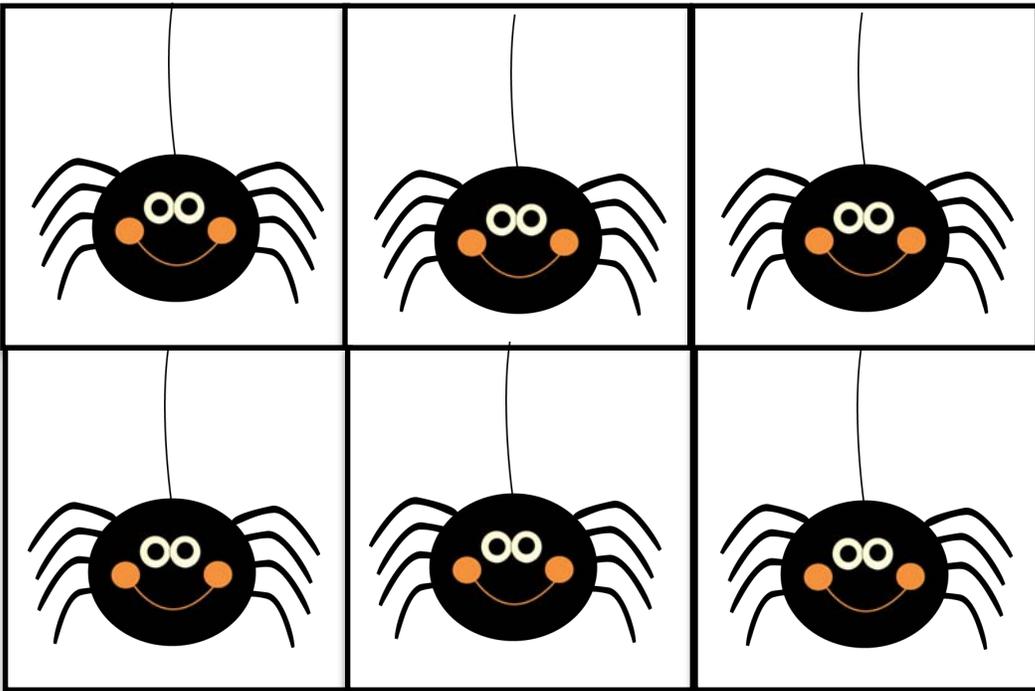
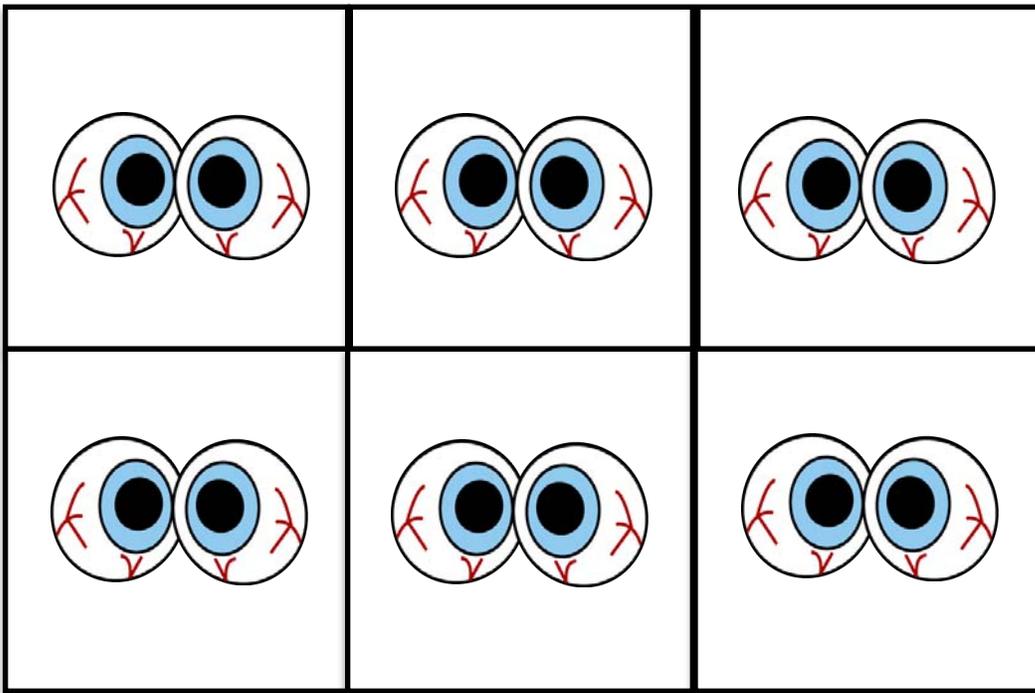


Print, laminate & trim.

These become the tokens used to play the game.

Students have lots of options.

You could also give one child 6 candy pumpkins and the other child 6 pieces of candy corn to use for manipulatives.

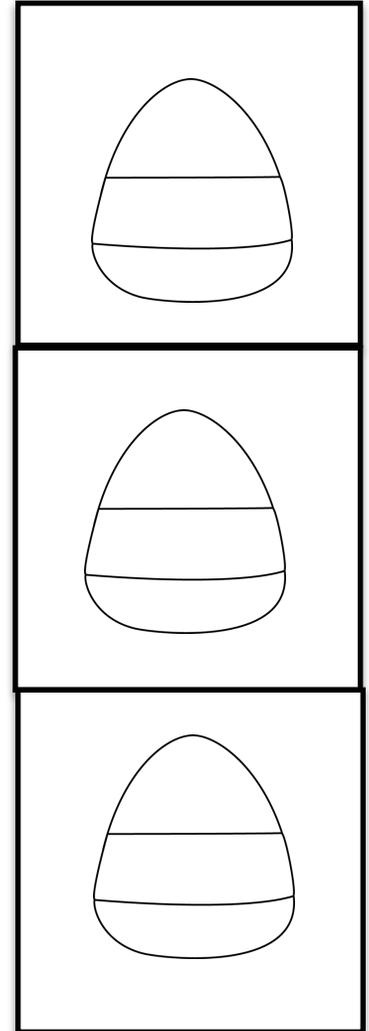
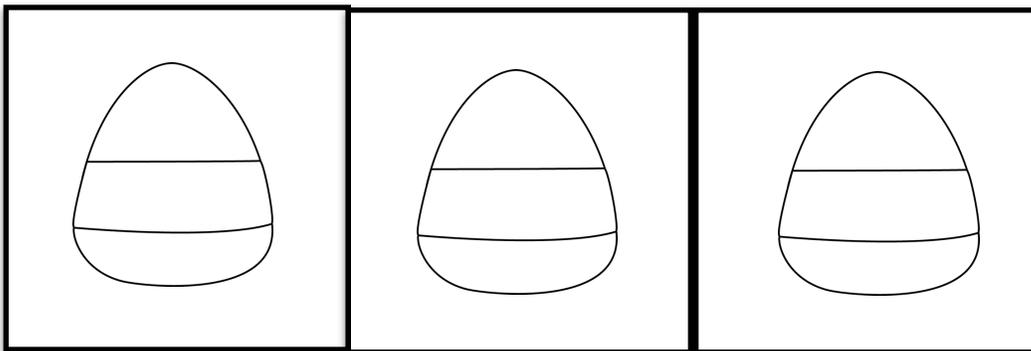
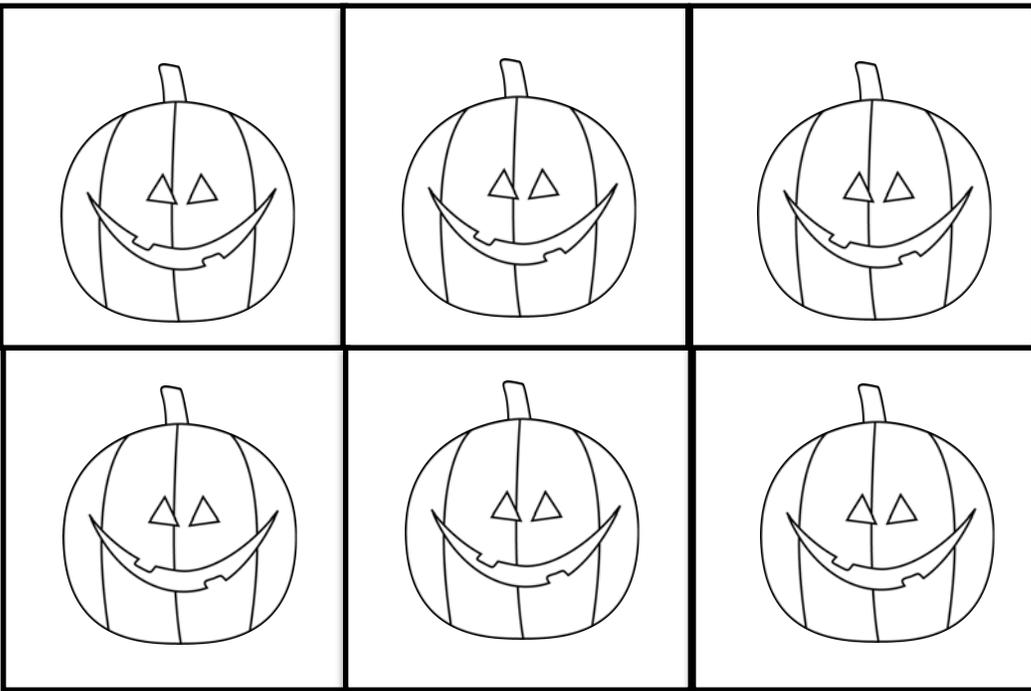
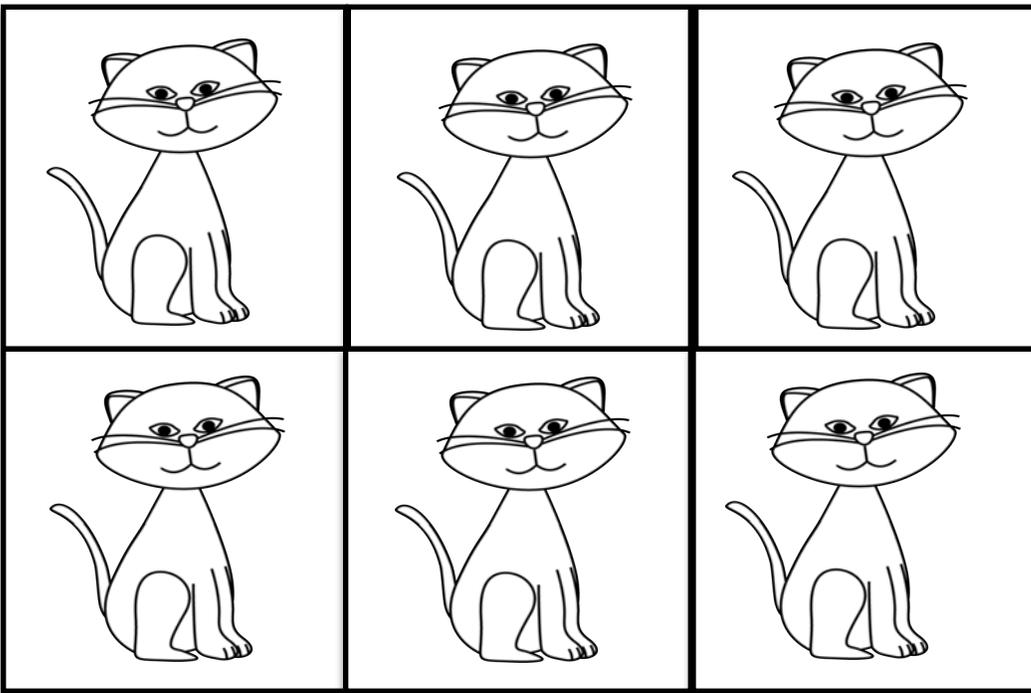


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Run these manipulatives off if you want your students to make and color their own tokens.
Students have lots of options.
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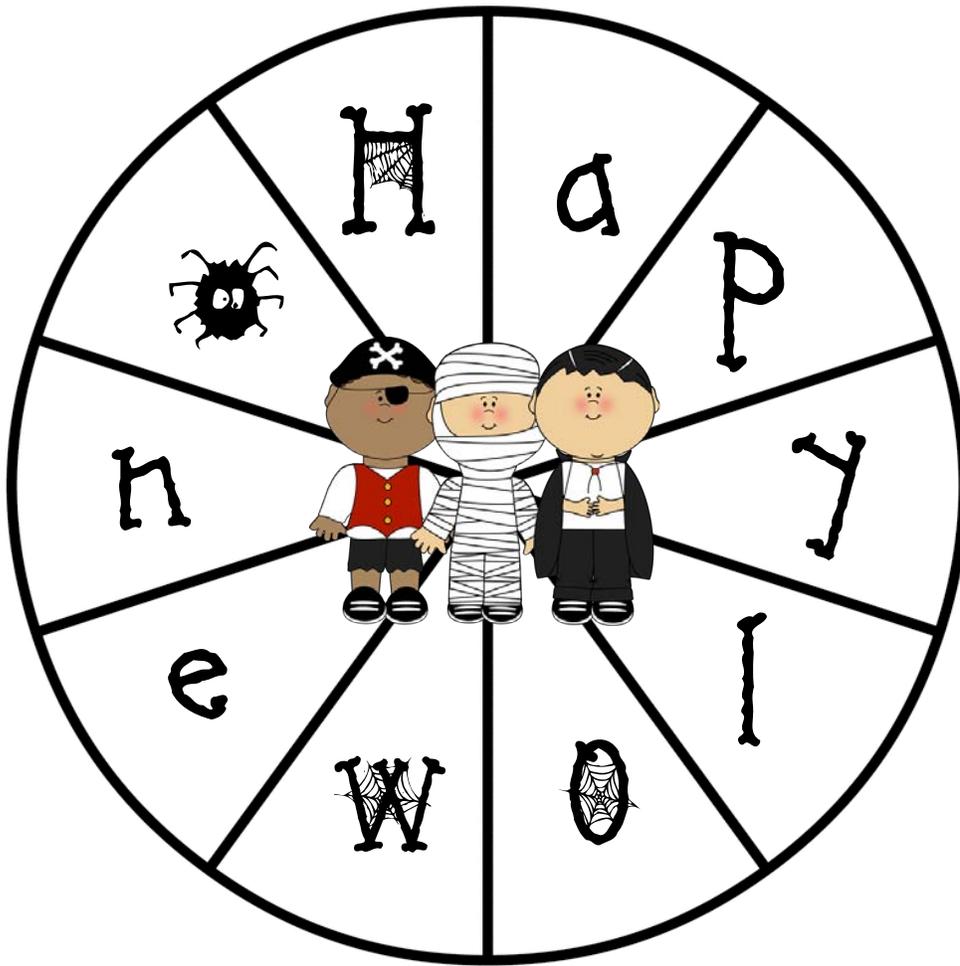


Spooky Spin and Spell



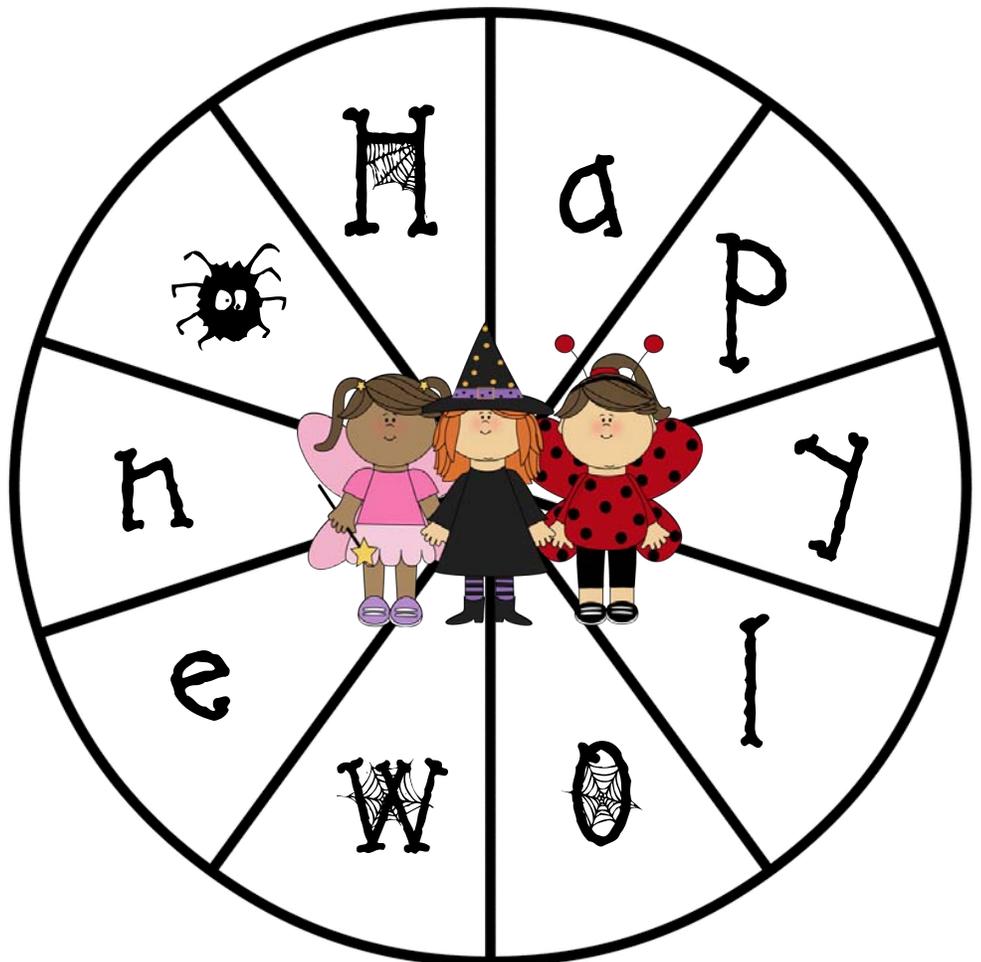
		H	a	p	p	y		
H	a	l	l	o	w	e	e	n

Happy Halloween!



Print on card stock or white paper.
Laminate and trim.
Poke a hole in the center, attach a brass brad and then use a large paperclip as a spinner.
Children pick a partner and take turns spinning.
Whatever letter they land on, they add it to their worksheet.
If they've already used that letter and don't need it for a double letter, they lose their turn.
The first one to spell Happy Halloween is the winner.

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Clip art by mycutegraphics.com
Web font by djinkers.com





Spooky Spin and Spell



Happy Halloween!

cTeachWithMe.com Clip art by mycutegraphics.com

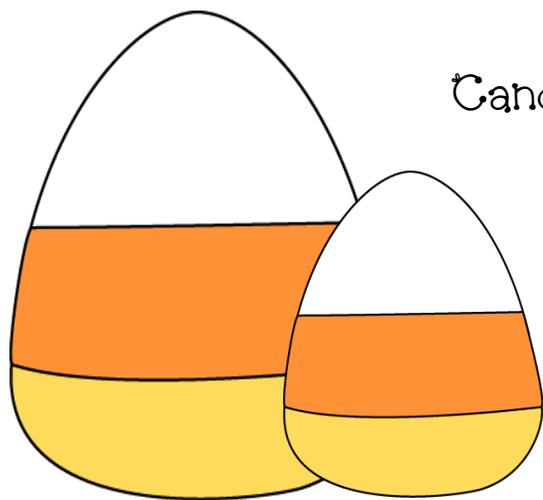


Spooky Spin and Spell



Happy Halloween!

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Candy Cane Counting Game Directions

TeachWithMe.com

There are 3 options for the candy corn counting mats.

One is in color. Print on card stock or white construction paper; laminate and trim. The other is in black and white. To save ink, color your own.

Pass out the mats. After children have washed their hands, give each child a cup of 13 pieces of candy corn. One they can eat right away, the other 12 they will use as manipulatives to play the game.

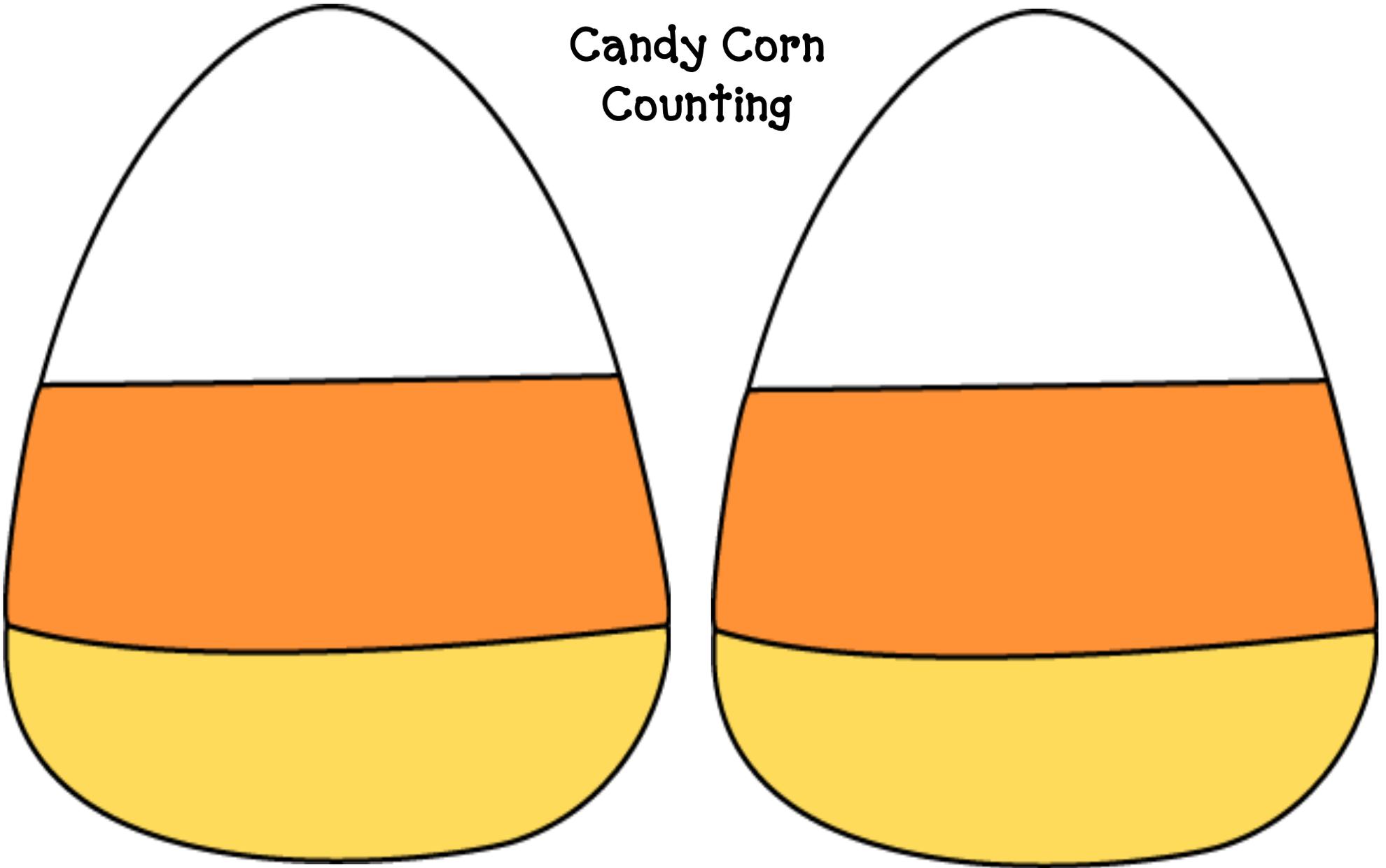
Students can play independently or with a partner.

They take turns rolling the dice. Whatever numbers they roll they write them in the boxes with a dry erase marker and then put that many pieces of candy corn on the candy corn mat. i.e. If they roll a 6 and a 4 they write 6 in the first box and put 6 pieces of candy corn on their mat on the first piece of candy corn, then they write a 4 in the second box and place that many pieces of candy corn on the 2nd candy corn on their mat. When they are done, they count all of the pieces of candy corn on the mat and write the answer in the = box.

The third mat option, is one for your students to make and color. Use this option if you don't want to keep your candy corn counting mats and reuse them each year. Students color their mat and then roll the dice. Instead of writing the numbers with a dry erase marker, they record their answers on the "show me your work" worksheet.

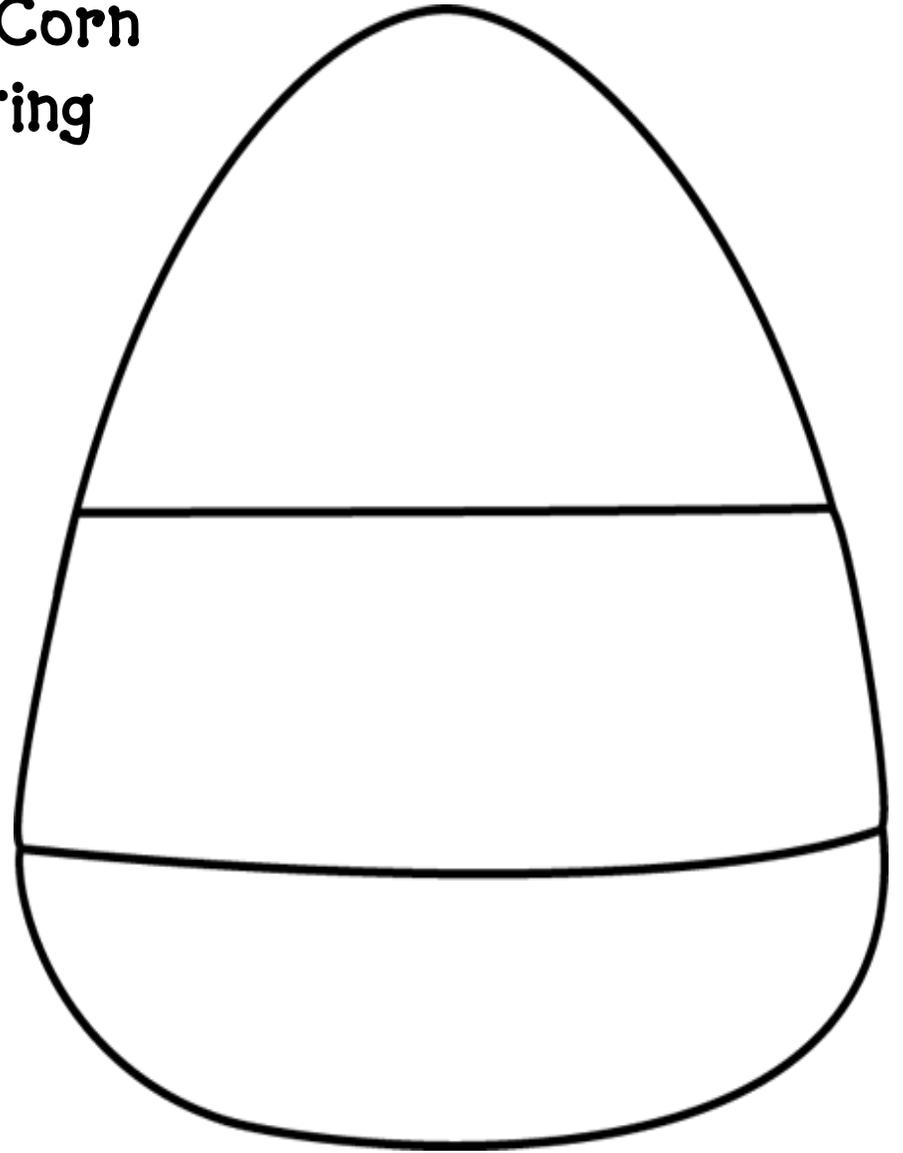
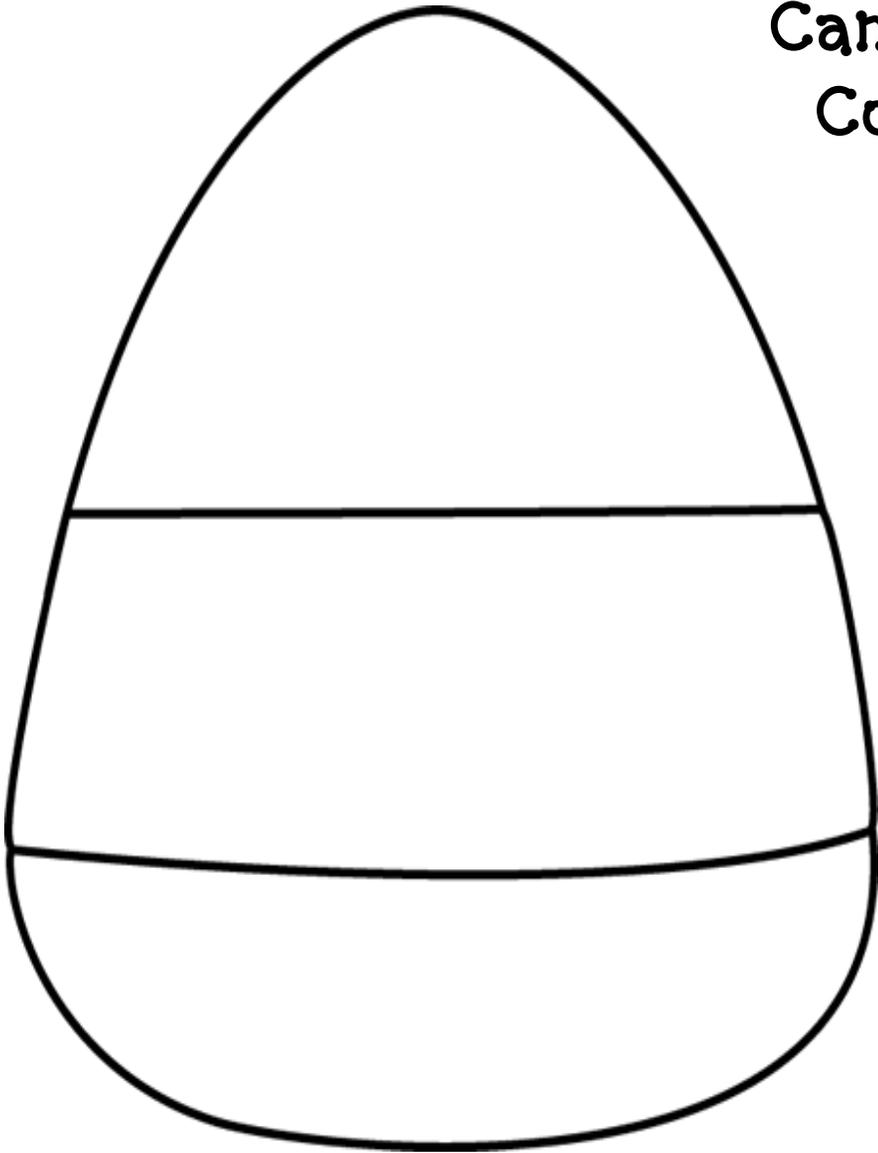
You could also use this recording sheet with either of the laminated ones.

Candy Corn Counting



$$\square + \square = \square$$

Candy Corn Counting



$$\square + \square = \square$$

Candy Corn Counting

