

Classroom Halloween Games

Teacher Pack: Rules, Prompts, Rotation Plans, and Score Sheet

Class: _____ Date: _____

Teacher/host: _____ Grade(s): _____

Class goal or scoring format: _____

Quick Start

- [] Choose three or four games that fit the room, grade level, and available time.
- [] Place each game's supplies and rule card in one labeled bin or envelope.
- [] Demonstrate one sample turn before any timer starts.
- [] Use walking-only rules and keep exits, aisles, and throwing zones clear.
- [] Offer seated, drawing, reading, timing, scoring, and materials roles.
- [] Decide whether teams earn points or work toward one class total.
- [] Stop while students are still engaged and reserve time for cleanup.

Suggested Classroom Rules

1	Listen while the current station rule is read.
2	Walk between stations and stay inside marked areas.
3	Use only the supplies assigned to the game.
4	Share roles; performing is optional.
5	Keep desks, bags, cabinets, and devices out of hunts.
6	Freeze when the teacher gives the stop signal.

Teacher reminder: Grade ranges and times in this pack are flexible editorial estimates. Follow school policy and known student support plans.

Classroom-Safe Prompt Bank

Cut the sections apart, copy selected prompts onto cards, or read them directly from this page.

Halloween This-or-That

1. Explore a pumpkin patch OR a friendly haunted house?	2. Have a pet bat OR a pet black cat?
3. Fly on a broom OR ride in a pumpkin carriage?	4. Tell a funny ghost story OR solve a monster mystery?
5. Design a robot costume OR an animal costume?	6. Hear an owl hoot OR leaves crunch?
7. Draw a giant pumpkin OR a tiny castle?	8. Meet a friendly ghost OR a helpful skeleton?
9. Search for clues OR answer trivia questions?	10. Build a cup tower OR complete a picture puzzle?
11. Wear orange and black OR purple and green?	12. Visit a moonlit library OR a mysterious museum?

Charades or Drawing Prompts

1. A bat learning to dance	2. A ghost opening a stuck locker
3. A skeleton carrying too many books	4. A witch whose broom will not start
5. A pumpkin rolling down a hill	6. A cat surprised by its own shadow
7. A monster trying to whisper	8. An owl delivering a letter
9. A vampire brushing its fangs	10. A mummy tying a shoelace
11. A spider building a crooked web	12. A scarecrow caught in the wind

For charades, no words or sound effects. For drawing, no letters, numbers, or spoken clues. A student may pass or choose a partner role.

Quick Question and Category Prompts

Use the questions for a short team round. Answers appear in the separate key below.

1. On what date is Halloween celebrated? Answer: _____
2. How many legs does a spider have? Answer: _____
3. What is a carved pumpkin lantern called? Answer: _____
4. Is a bat a bird or a mammal? Answer: _____
5. What word means mainly active at night? Answer: _____
6. Which season includes Halloween in the United States? Answer:

7. What is a group of crows commonly called? Answer: _____
8. Which animal is known for spinning a web? Answer: _____
9. What color results from mixing red and yellow paint? Answer: _____
10. What tool is a storybook witch often shown riding? Answer: _____
11. Which sense do many bats use through echolocation? Answer:

12. What do people commonly call a pretend outfit worn for Halloween? Answer:

Answer Key

1. October 31	2. Eight	3. A jack-o'-lantern
4. A mammal	5. Nocturnal	6. Fall or autumn
7. A murder	8. A spider	9. Orange
10. A broomstick	11. Hearing or sound	12. A costume

Mystery Category Cards

Things seen in October	Friendly monsters	Objects in a mystery story
Animals active at night	Words connected with fall	Items found in a classroom
Costumes that are not scary	Things that can be orange	Sounds heard on a windy night
Characters in a funny story	Objects that might be in a castle	Things shaped like a circle

Cut-Apart Station Rule Cards

Place one card with each supply bin. Cut along the light gray borders if separate cards are preferred.

Ghost Cup Stack

Grades 2-8 | 8-12 min | Cups + pattern card

1. Copy the displayed tower with the assigned cups.
2. The finished tower must stand for three seconds.
3. Record one completed design, then try the next card.

Reset: Nest all cups and return the pattern card.

Pumpkin Pattern Memory

Grades 1-5 | 8-12 min | Paper shapes + cover

1. Study the pattern for 20 seconds.
2. Cover the example and rebuild it from memory.
3. Compare position, color, and order.

Reset: Return shapes to the envelope and cover the sample.

Monster Drawing Relay

Grades 1-8 | 10-15 min | Paper + marker

1. Draw one assigned part of the monster.
2. Fold the page so the next artist sees only guide marks.
3. Pass the page until every role is complete.

Reset: Cap markers and place finished pages in the collection tray.

Mystery Category Challenge

Grades 2-8 | 10-15 min | Cards + paper + pencils

1. Reveal one category card.
2. List or draw suitable answers for 60 seconds.
3. Earn one point for each valid response.

Reset: Erase the board or replace used paper; return the card.

Witch Hat Ring Toss

Grades 1-8 | 10-15 min | Soft rings + cone

1. Stand or sit behind the marked line.
2. Take three underhand tosses.
3. Record one point for each ring over the cone.

Reset: Collect every ring before the next player begins.

Haunted House Map Puzzle

Grades 3-8 | 15-20 min | Map + clues + pencil

1. Read every location clue aloud to the team.
2. Place each character or object on the map.
3. Check that the final layout satisfies every clue.

Reset: Return clue cards in number order and erase reusable maps.

Party Schedules and Rotation Chart

Write station names before class and keep the direction of movement consistent.

30-Minute Whole-Class Plan

Time	Activity
0-5 min	Expectations + Halloween This-or-That
5-20 min	Team Trivia, Monster Drawing Relay, or Map Puzzle
20-27 min	Charades or Mystery Category Challenge
27-30 min	Class total, materials return, and cleanup

45-Minute Four-Station Plan

0-5 min	Explain groups, roles, rules, and rotation direction.
5-13 min	Rotation 1
15-23 min	Rotation 2
25-33 min	Rotation 3
35-43 min	Rotation 4
43-45 min	Return materials and close the activity.

Rotation Chart

Group	Rotation 1	Rotation 2	Rotation 3	Rotation 4
A	_____	_____	_____	_____
B	_____	_____	_____	_____
C	_____	_____	_____	_____
D	_____	_____	_____	_____

Team Score Sheet

Use objective results where possible. Creative stations can earn up to three points: followed the prompt, explained the idea, and shared team roles.

Team	Game 1	Game 2	Game 3	Game 4	Game 5	Total
A						
B						
C						
D						
E						
F						

Game Names

1. _____ 2. _____ 3. _____

4. _____ 5. _____

Class goal: _____ Result: _____

Cleanup Checklist

- ☐ Stop every station before students begin moving.
- ☐ Count and return rings, beanbags, cups, cards, markers, and paper pieces.
- ☐ Cap markers and place reusable materials in labeled bins.
- ☐ Recycle clean paper only where local classroom rules allow.
- ☐ Check aisles, under desks, and the throwing area for loose pieces.
- ☐ Return moved desks and chairs to their normal positions.
- ☐ Store the master rules and score sheet for the next class or event.

Notes for Next Time
