

Hot Punkin'

Get a mini-pumpkin (the kind that are maybe 3-inches across). Set a timer to go off randomly, in no more than 30 seconds each time. Have the kids toss the pumpkin back and forth to each other as they sit in a circle. Whoever's holding the pumpkin when the timer goes off is out. Play continues until one player remains.

Your Monster Name

To determine your monster name, take the month you were born + day of the month you were born + what you had as a main course for dinner last night + "Monster." Ex., if you were born on April 16 and had pasta last night, your name would be "Warty One-eyed Pasta Monster." What sound would your monster make?

Month

January	Heartless
February	Voiceless
March	Horrid
April	Warty
May	Greasy
June	Frightful
July	Shadowy
August	Nocturnal
September	Mean Old
October	Hideous
November	Colossal
December	Insatiable

Day

1	Hairy
2	Slow-moving
3	Ferocious
4	Evil
5	Nasty
6	Slimy
7	Two-headed
8	Notorious
9	Invisible
10	Lumbering
11	Mechanical
12	Undead
13	8-armed
14	Eerie
15	Bone-crunching
16	One-eyed
17	Gargantuan
18	Seething
19	Slithery
20	Savage
21	Noxious
22	Repugnant
23	Reptilian
24	Sinister
25	Dreaded
26	Fearsome
27	Foul
28	Grotesque
29	Towering
30	Stinky
31	Faceless

Pumpkin Concentration

Get an even number of orange paper plates and an equal number of pieces of black construction paper. Using two pieces of black construction paper at a time, cut out shapes to use for a jack-o-lantern's eyes, nose, and mouth so that you have two matching sets to glue on to the fronts of two different plates. Cut out other sets of jack-o-lantern eyes,

noses, and mouths such that they all look different (triangle, round, and square eyes and noses; smiling, sad, scary mouths, etc.) . After gluing the face parts to the plates, mix them up, and turn them upside-down into neat columns and rows. Have each player turn over two plates on his turn. When he turns over two matching plates, he removes them and continues. When he gets no match, the play moves to the next player. Play continues until all the plates have been turned over and matched. Whoever has the most matches wins.

Cookie Face

Have kids lean their heads back, and then place a cookie on their foreheads. The goal is to get the cookie in their mouths without touching it with the hands, using only the muscles of the face, the tongue, angles, and gravity. If the cookie falls off, they are either out or they get a new cookie to start over (or you could have the kids be standing on a clean newspaper so if the cookie falls, they pick it up and re-use it).

Pumpkin Candy Walk

Prepare a wide selection of candy bars*, one for each player. Cut out as many pumpkins as there are players. On the back of each cut-out, write a number. Lay the cut-outs on the floor, number side down, close enough together so that the kids can hop from one to the next. Write those same numbers on strips of paper and place in a bowl. Play some spooky Hallowe'en music and have the players hop from one pumpkin to the next while you play spooky Hallowe'en music. At some random point, stop the music and have the players look at the underside of the pumpkins they're standing on to see the number. Now choose a number out of a bowl. Whoever has the winning number gets to pick a candy bar. This can be played once, or until all of the candy is gone.

*If you're candied out, instead of candy bars, use books, holy cards, etc.

Eyewitness

Stage something bizarre, draw attention to it, and then quiz the kids as to what they saw, what was said, what was done, etc. For ex., have a friend come over, walk in to the party room, get everyone's attention, speak a line to them, perform some action (such as taking a piece of candy), and then leaving. What was the person wearing? What did he say? What did he do? Get the kids to test and question their powers of observation.

Artist and Instructor

Divide players up into two groups. One group will be artists, and the other group will be instructors. Give each artist a piece of paper and something to draw with (preferably something that will make decently heavy lines), and then blindfold them. Have an instructor stand behind each artist. Show the instructors a simple, black and white line drawing graphic of something to draw, such as the jack-o-lantern on the following page. Each instructor then guides his artist to draw -- "go up!", "go to the right!", "make a thicker line!", "move 3 inches to the left!" -- so the artist duplicates the graphic. Each artist then has to guess what he drew. If he guesses accurately, they get a point. The best drawn picture also gets a point.



Spider Race

Give each kid a small, lightweight plastic spider and a straw. Set up a starting line and finish line, put the spiders on the starting line, and have the kids use their straws to blow the spiders across to the finish line.

Candies in a Jar

Fill a large jar with some sort of small candy (such as Hershey Kisses), counting them as you fill the jar. Have each kid write down his guess as to how many candies are in the jar. Whoever's closest, wins all the candy.

Toilet Paper Mummies and Brides of Frankenstein

Give the kids many, many rolls of toilet paper and tape and have them use the paper to wrap the boys up as mummies, and the girls in toilet paper "wedding dresses" as brides of Frankenstein. Choose a "best-dressed" in each category.

Candy Corn Spoon Race

Divide kids into two groups and send them to opposite sides of the room or yard. Fill a bowl with candy corn. Give each kid a plastic spoon and have him place the end of the handle in his mouth, bowl up. Have half of the players scoop out exactly three pieces of candy corn from the bowl, not using his hands. He has to race to the other side of the room to his partner, dump the candy into his partner's spoon, and the partner has to race back to the other side of the room and dump his candy back into the bowl. A point for whichever team finishes first, and a point lost for each piece of candy corn dropped. If any team loses all its candy, they're out.

Pumpkin Patch

Blow up large orange balloons, placing a piece of paper inside one (or a few) to indicate prizes. Draw faces and lines on them using a black marker to make them look like jack-o-lanterns, top with construction paper leaves, and secure them outside on the lawn. Adorn with vines and leaves, if possible. Then have the kids go nuts breaking the balloons and seeing if they've won any prizes. Another option is to not decorate the balloons, but to tape them collectively on the wall into a large pumpkin shape, adding a stem at the top made out of construction paper. Have the kids break the balloons where they hang.

Pin the Tail on the Cat (or the Nose on the Pumpkin, or the Bow Tie on the Skeleton, or the Wart on the Witch's Nose or what have you)

Get a large piece of poster board or large white fabric (black for a skeleton) and draw or paint a large cat or pumpkin or whatever you choose on it, leaving off the cat's tail or the pumpkin's nose or some other part of your drawing. Using construction paper, draw the missing part and cut it out repeatedly so they're the same size and shape, one for each child. Write one kid's name on the backs of each missing part and hand them out to the players. Blindfold the players one at a time, spin them around a few times, and have them try to pin the part in the right place on the drawing.

Scary Face Pitching Game

Clean and dry 10 empty soup cans. Decorate them with paint, turning them into monster faces, jack-o-lanterns, etc. Stack them on a table so that they're chest-height to the kids, and so that there are 4 cans on the bottom row, 3 on the

next row up, 2 on the next, and 1 at the top, in a triangular shape, each can about an inch apart from the cans on either side. Set up a throw line and have 3 tennis balls ready. Give each kid 3 chances with the tennis balls to knock all of the cans down.

Reverse Treat Game

When each kid arrives, hand him a bag with 10 small pieces of candy, such as Hershey Kisses. Make a list of 7 or so words, hang the list so its easily seen, and tell the kids that they can't say those words – or, if they do, they have to pay out a piece of candy to the person who caught them. The person who catches the forbidden word utterer puts the forfeited piece of candy in his own bag. At the end of the night, whoever has the most pieces of candy wins a prize.

Quick Recall

Place Hallowe'en related items on a tray. Show the tray to the guests for a few seconds, then hide. Players then write down or call out as many items as they can remember. Variation: take an item away and see if they can recall what's missing.

Gross!

This is a sensory gross-out game that kids get a kick out of (might not be appropriate for really little kids! That goes double for the variation below, "The Story of Hal O'Ween").

Put the following into large bowls or buckets, and then place each inside a box into which you've made a little hole the kids can stick their hands through, but can't look through. Label the holes with the following in bold, and use the ingredients next to the bolded text to mimic gruesome things. Alternately, put the stuff below into smaller bowls, turn off the lights, and have the kids pass the bowls around, trying to guess what the ingredients actually are, and what they're supposed to be mimicking.

Brain: cooked whole cauliflower or peeled, stewed tomato

Eyeballs: two peeled grapes

Heart: Spam shaped into a heart

Hair: corn silk

Blood: thinned ketchup

Hand: latex glove filled with gelatin and lightly oiled on the outside

Ears: two dried apricots

Nose: piece of a hot dog shaped into a nose, complete with two nostrils

Teeth and skin: popcorn kernels and pieces of lightly oiled flour tortilla

Worms: cooked spaghetti

Variation of "Gross"!: The Story of Hal O'Ween

Put the ingredients into small bowls and as you pass each around in the dark, tell them this story, one line for each bowl:

There once was a man named Hal O' Ween.

A nastier man you've never ever seen.

T'was long years ago, on this very night,
that he was murdered by thugs, all out of spite.
Here is his brain, which now feels no pain.
Here are his eyes, still wide with surprise.
Here is his heart. Be careful lest it start!
Now we have his hair, which once was so fair!
Feel these drops of his blood. All the rest turned to mud.
One hand all alone, just rotting flesh and bone.
Here is his ear. Nevermore will he hear!
This is his nose. Now to never smell a rose.
Ah, his teeth and his skin. Won't need those again!
These worms are all that's left to feel.
For them Hal O'Veen was a lovely meal!

Pumpkin Hunt

Like an Easter egg hunt, but using mini pumpkins. Hide them about the house and/or yard and give a prize to the kid who finds the most.

Urban Legend Telephone

Have the players sit in a circle. Write down some off-beat, very short tale that has an "Urban Legend" feel to it, and whisper it to the first player. Have that player whisper it to the player next to him – only once! That player does the same to the next player, and so on until it reaches the last person. When the story gets to the last player, he reveals out loud to all what he's heard, and it's compared to what was written down in the beginning. It's fascinating to see how such whisperings morph! A few stories to tell, taken from the internet (for older kids):

There was a picture on my phone of me sleeping. I live alone.

I was having a pleasant dream when what sounded like hammering woke me up. After that, my own screams drowned out the muffled sounds of dirt being thrown onto my coffin.

I woke up to hear knocking on glass. I got up and looked out the window – until I heard it coming from the mirror again.

His wife woke him up to tell him there was an intruder. She'd been dead for 4 years.

I begin tucking him into bed and he tells me, "Daddy, check for monsters under my bed." To calm him down, I look underneath the bed – and see him, another him, under the bed, staring back at me and whispering, "Daddy, there's somebody on my bed!"

My daughter won't stop crying and screaming in the middle of the night. I visit her grave and ask her to stop, but it doesn't help.

Growing up with cats and dogs, I got used to the sounds of scratching at my door while I slept. Now that I live alone, it's much more unsettling.

Ghost and Pumpkin Balloons

Blow up 3 white balloons and draw ghost faces on them for one team, and 3 orange balloons with faces on them for the other team. Have each team form a circle, toss the balloons in the center, and see if each team can keep all of their balloons from touching the ground.

Musical Ghosts

Have a supply of white sheets – one less than there are players. Put them in a pile in the middle of the room or yard. Play music, and randomly stop it. When the music stops, the kids have to scramble to get a sheet and throw it over their heads so they become “ghosts.” The kid who doesn't get a sheet is out. For the subsequent round, remove a sheet.

Bobbing for Apples

Fill a large tub 2/3 full with water, and float apples in it. Kids have to grab an apple with their teeth – no hands allowed! You can carve initials into the bottom of each apple that indicate the initials of whom the child will marry someday. To play this without water, hang the apples from the ceiling using string and have the kids try to bit the apples that way.

Statues

Play some really fun, up-tempo music with a Hallowe'en theme, have the kids dance, and then suddenly stop the music. The kids have to freeze in place, and whoever moves or laughs is out.

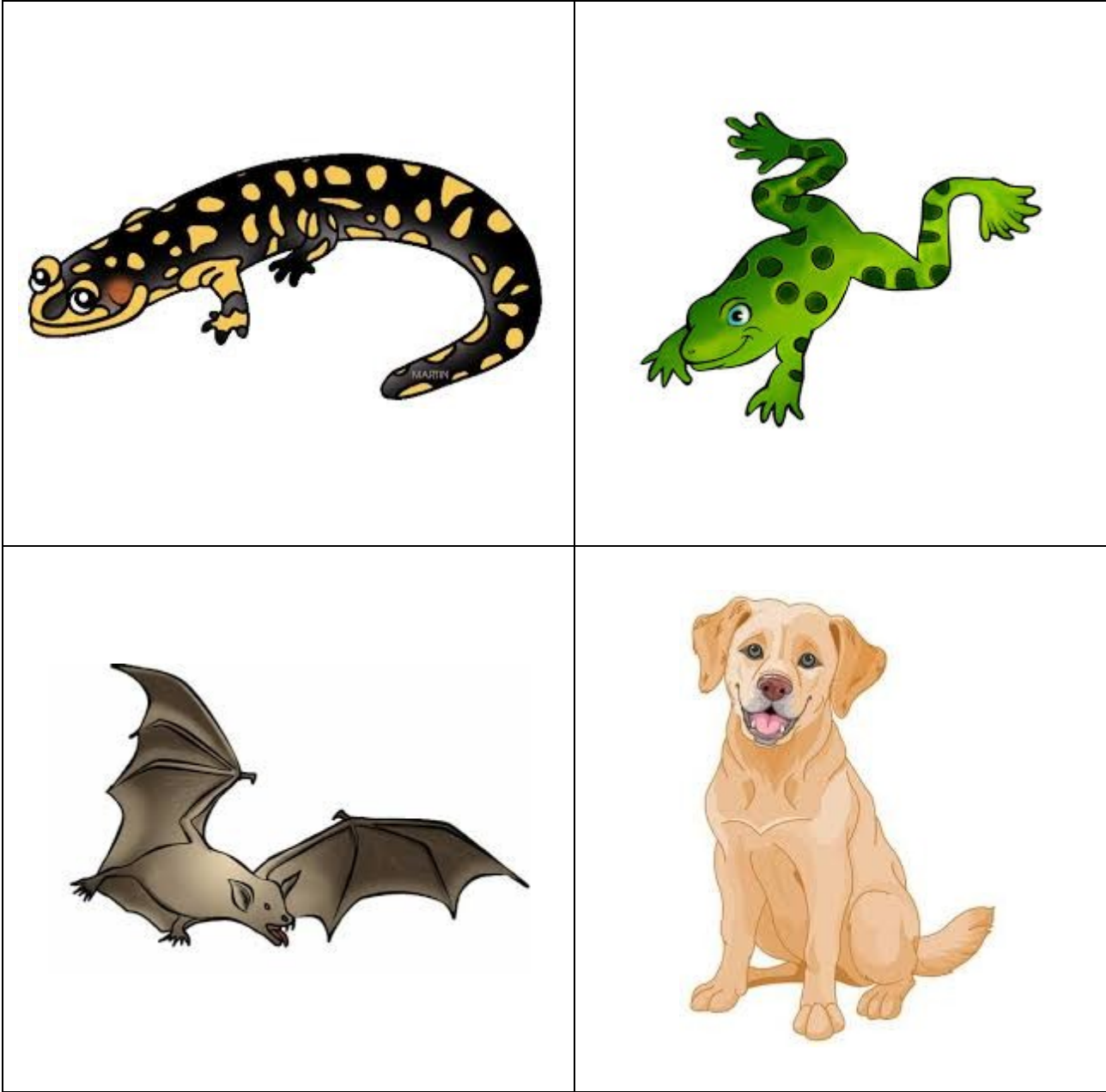
The Weird Sisters' Cauldron

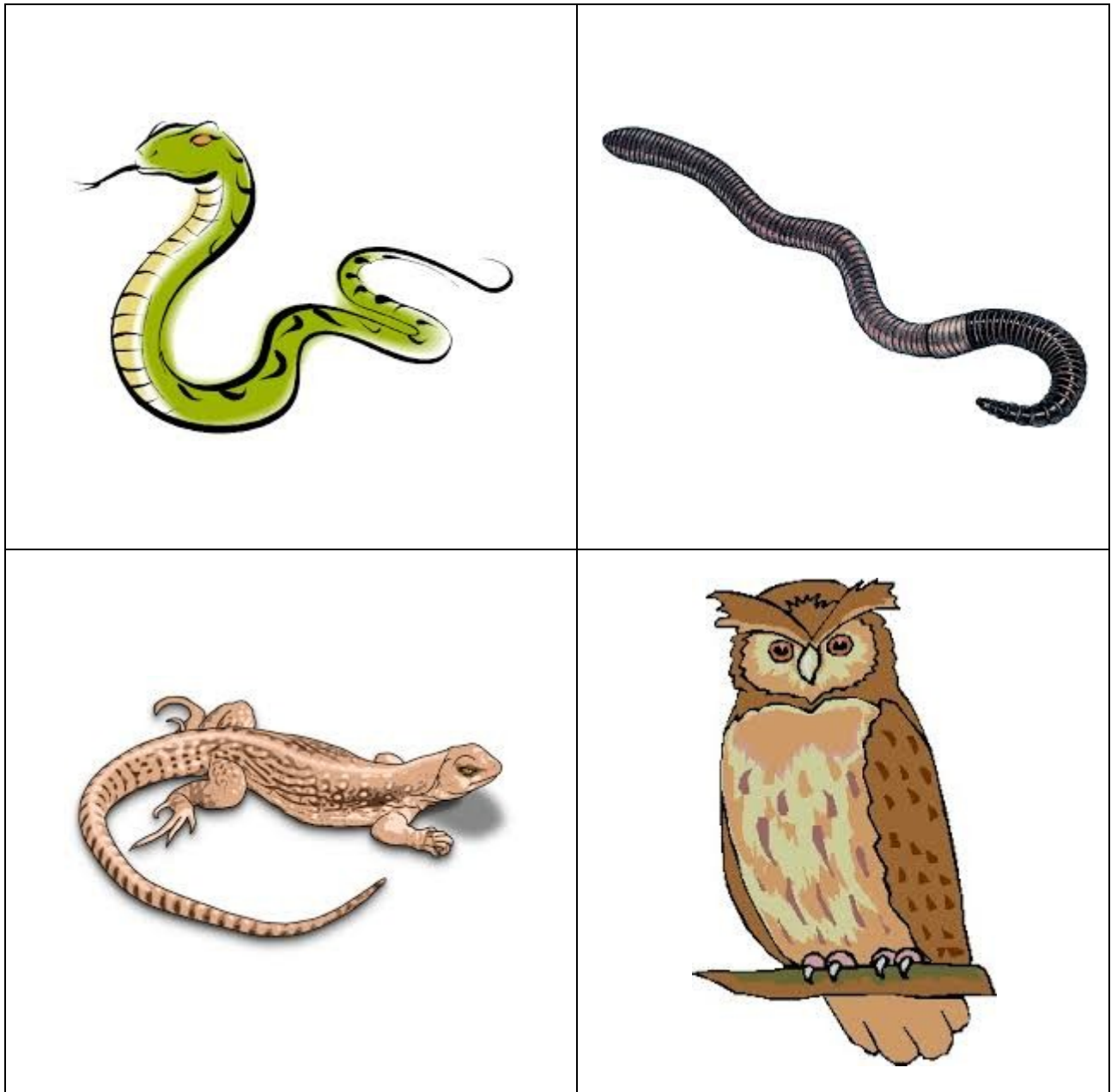
This is based on the “Weird Sisters” in Shakespeare's “Macbeth.,” who said:

Eye of newt, and toe of frog,
Wool of bat, and tongue of dog,
Adder's fork, and blind-worm's sting,
Lizard's leg, and owlet's wing,—
For a charm of powerful trouble,
Like a hell-broth boil and bubble.
Double, double toil and trouble;
Fire burn, and caldron bubble.

Print the following two pages a few times (at least once for each team) and cut out along the squares. Put two bowls (or, better, two large plastic cauldrons) on either side of the room, and assign one to each team. Put the cut out images next to the bowls. The goal is for each team to pick up the images next to the opposite team's cauldron, transfer them from one side of the room to the other, and then drop them into their cauldron. The trick is that they're only able to use straws to do it – that is, each player has a single straw he puts in his mouth and has to use by sucking – by creating a

vacuum and getting the pictures to stick. This can be played so that one or two players on opposite teams go at a time, or in a free-for-all style such that all the players of both teams scramble all at once.





Human Knot

Have your guests form a circle, with each person using both hands to grasp the hands of two different people -- but not the people next to. Alternatively, have everyone form the tightest circle they can and put their hands out, close their eyes, and randomly grab other's hands. Now that they are in a complete jumble, give them one minute to get untangled without letting go of each other's hands.









Hallowe'en Bingo

On the next few pages are Bingo cards and graphics to put in a bowl to pull out to indicate which squares should be covered. Use candy corn as markers.





HALLOWE'EN BINGO

				
				
		FREE		
				
			TRICK OR TREAT	

HALLOWE'EN BINGO

				
	BOO			
		FREE		
				
	TRICK OR TREAT			

HALLOWE'EN BINGO

HALLOWE'EN BINGO



Cut out the following pictures along the lines, put in a bowl, and pull out blindly, one at a time, to determine which Bingo squares should be covered

