

Happy Halloween!

Teacher's Notes 1



The History of Halloween

Halloween is a festival which started hundreds of years ago in the United Kingdom and Ireland. People used to ring bells and bob for apples on the night of 31 October. They believed that this was the time of year when magical things could happen. The next day, 1 November, is All Saint's Day, when people would pray to the saints and wish for a good future. The festival has changed a lot since then and is now most popular in the USA and Canada.



Bobbing for apples

Halloween Night

On Halloween night, children wear costumes of scary creatures, such as witches, ghosts, monsters, vampires and skeletons. Their parents take them along their street and the children knock on each door saying, *Trick or Treat!* This means that if you don't give them sweets, they will play a trick on you. They put their sweets in their bags and walk to the next house. Some people give chocolate and sweets, others give raisins or apples.

At the end of the night, children go home with their treats. Older children may tell each other scary stories about ghosts and monsters while they eat their sweets. Some might even have a fun disco and dance in their monster costumes. One thing that is the same as the old festival is that we still bob for apples (see the photograph above). It's a very wet game!

Wolf Masks

You need: One *Wolf Mask* sheet for each child copied onto card, scissors, glue or tape, a piece of string or elastic for each child, colouring pens

These masks are lots of fun to make and wear.

- You could photocopy the instructions below and hand them out, or write them on the board.
- Ask the children to follow the instructions step-by-step so they learn the verbs as they go.
- Once the masks are assembled, make a little hole on each side of the masks and tie a piece of string or elastic to each one so the children can wear them and make wolf sounds around the classroom, *Ooooooooooooo!*

Wolf Mask

1. Colour in the head, nose and hair of your wolf.
2. Cut out the head, nose and hair.
3. Fold the wolf's head so each eye is folded in half. Cut out the eyes.
4. Stick the hair on the top of the head along lines a and b.
5. Fold the nose and stick it together.
6. Stick the nose onto the head on lines c and d.

Whisper Game and Wordsearch

You need: This poster, one copy of the *Wordsearch* sheet for each child, colouring pens

Check the children's understanding of the vocabulary on the poster with the *Whisper Game*.

- Hang the poster up at the front of the class.
- Divide the class into two groups and tell the children to sit facing the poster in two lines, one behind the other.
- Sit behind the teams and ask the children sitting last in the lines to come to you. Whisper a word from the board to the children. They must then

return to their groups and whisper the word to the person sitting in front of them, who in turn whispers it to the child in front of them, and so on.

- The final two children sitting at the front of the class should then walk up to the poster and place their hand on the word or picture that has been whispered to them. The children who have their hand on the right word get a point.
- Once you have whispered all the words, hand out a copy of the *Wordsearch* sheet to each child. They must find the words in the *Wordsearch* and put a cross through the picture when that word has been found.

Happy Halloween!

Teacher's Notes 2



Acrostic Poem

You need: A copy of the *Acrostic Poem* sheet for each child, black pens, colouring pencils or wax crayons

- After talking to the children about Halloween, brainstorm some nouns, verbs, adverbs, adjectives or expressions on the board that they might associate with Halloween. Playing some appropriate music might help to get them thinking creatively.
- Give each child a copy of the *Acrostic Poem* sheet and a black pen. Tell the children they can write any vocabulary previously discussed next to the correct letter. 'H' could be *Happy time* and 'L' *Lots of sweets*.
- Once the children have finished writing their poems, they can colour the jack-o'-lantern in orange, with yellow eyes and a green stalk. As they have used black pens, their poem they will show through the colours.

Spooky Bingo

You need: a sheet of blank paper for each child, pens

Once the children are familiar with the Halloween vocabulary, you can play this *Bingo* game with the whole class.

- Ask the children to draw a grid with two vertical lines and two horizontal lines on their piece of paper to create 9 sections.
- The children should then each choose 9 Halloween words from the poster and write one in each section.
- Tell the class that you are going to read out the words from the poster, one at a time. The children should cross out the words that they hear. When someone has crossed off three in a row on their grid, either across, down or horizontally, they must shout, *Bingo!*
- To add some extra Halloween fun, they could shout *Bingoooooo!* like a wolf.
- Continue playing until a child has crossed out all nine sections, and shouts, *Bingoooooo!*

Halloween Board Game

You need: One copy of the *Halloween Board Game* sheet for each pair of students, colouring pens, a coin and 2 counters for each pair

In pairs, the children are going to make and play their own board game.

- Divide the class into pairs and hand out one *Halloween Board Game* sheet to each pair.
- They must listen carefully to your instructions and colour in the game sheet as they go. Help the class with the final stage, which is writing questions.
- Teacher: First, choose 10 circles and colour them red and purple. They are sweets. Next, choose 5 circles and colour them black. They are bats! Add wings to the side of each circle. Now, choose 5 circles and colour them orange. They are jack-o'-lanterns. Now, colour the last 5 circles blue. In each blue circle, write a question about Halloween.
- Tell the children the rules of the game. You may want to write them on the board.

Game rules

Place your counters on 'Start'.

Take it in turns to toss the coin. If you get heads, move your counter forward two spaces. If you get tails, move your counter forward one space.

If you land on a red and purple sweet, nothing happens and the next player takes their turn.

If you land on a black bat, move back one space.

If you land on a jack-o'-lantern, move forward one space.

If you land on a blue question, you must answer that question.

Whoever reaches the house first is the winner. Good luck and enjoy!