

Halloween Activities

Ghouls and Goblins:

Separate the class into two teams. One class will begin on the baseline on one end, the opposing team on the other. Choose one team (Ghouls) to start facing the wall. Each student facing the wall will begin with a bean bag in their open hand behind their back. The students on the other end (Goblins) will try to sneak up behind the Ghouls to steal their candy. Students may only take one bean bag from one student. As soon as the Ghoul feels the bean bag leave their hand, they chase the Goblin back to the line.

Switch Roles. Students cannot sneak a peak, they must rely on their senses to know when the other team is approaching.

Witch Hunt:

Divide the students into two teams. This game is played like a standard dodgeball game with a few variations. If a student is hit, he or she must sit where they are hit. There will be a witch (or 2) on their teams who can cure them. The witch(es) will have pool noodles as their brooms. If the opposing team hits both witches, the game is over. Switch witches every so often.

Steal the Candy:

Divide teams into fourths. One team along the out of bounds on one side and another team along the other out of bounds. The other two teams will be under one basketball hoop. On the opposite end will be a pile of bean bags (candy). The trick or treaters are running one at a time from each team. The teams on the poly spots are rolling the ball underhand to try and hit the trick or treaters. If you are hit, you return your candy and return to the end of the line. Rotate jobs so all students can be trick or treaters and rollers.

Steal the Candy Set up:

