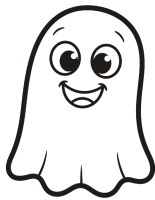


FLORI & LUNA BOOKS

Halloween Classroom Games

Bingo, movement, scavenger hunt and story play | Ages 4-8



Ghost



Pumpkin



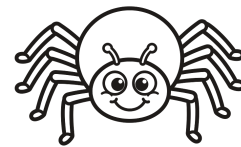
Bat



Black Cat



Owl



Spider

12 ready-to-print US Letter pages

Friendly artwork | No signup | Classroom use

For grown-up-led learning. Print at actual size or fit to page.

Friendly Halloween scavenger hunt

Find or point to something that matches each clue. Check the box when you find it.

Name: _____

Date: _____



something orange

☐

something round

☐

something white

☐

something soft

☐

something that shines

☐

something with wings

☐

something tiny

☐

something with many legs

☐

something with big eyes

☐

something pointy

☐

something with a door

☐

something that can hold things

☐

FRIENDLY HALLOWEEN

Move like a Halloween friend

Cut apart the cards or point to one. Move safely for ten seconds.

Name: _____

Date: _____



Float slowly



Flap your arms



Stretch like
a cat



Crawl carefully



Make a
round shape



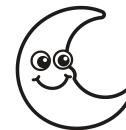
Turn and look



Twist like
a wrapper



Balance with
arms wide



Reach up high



Glow,
then freeze



Stand tall
and pointy



Tiptoe quietly

SAFETY: Choose movements that suit the room and every child's mobility.

Halloween charades

Cut apart the cards. Act out a picture without saying its name.

Name: _____

Date: _____



GHOST



BAT



BLACK CAT



OWL



SPIDER



PUMPKIN



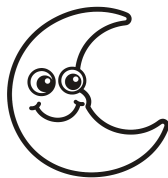
WITCH HAT



CANDY



SCARECROW



MOON



LANTERN



FRIENDLY HOUSE

Halloween picture bingo - board 1

Cover a picture when it is called. Three covered pictures in a row wins.

Name: _____

Date: _____



Use buttons, paper squares or crayons as markers. Do not use small counters with children who mouth objects.

Halloween picture bingo - board 2

Cover a picture when it is called. Three covered pictures in a row wins.

Name: _____

Date: _____



Use buttons, paper squares or crayons as markers. Do not use small counters with children who mouth objects.

Halloween picture bingo - board 3

Cover a picture when it is called. Three covered pictures in a row wins.

Name: _____

Date: _____



Use buttons, paper squares or crayons as markers. Do not use small counters with children who mouth objects.

Halloween picture bingo - board 4

Cover a picture when it is called. Three covered pictures in a row wins.

Name: _____

Date: _____



Use buttons, paper squares or crayons as markers. Do not use small counters with children who mouth objects.

Bingo caller cards

Cut apart and shuffle. Show and name one card at a time.

Name: _____

Date: _____



GHOST



PUMPKIN



BAT



BLACK CAT



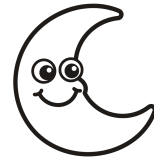
OWL



SPIDER



CANDY



MOON



LANTERN



WITCH HAT



CANDY BUCKET



FRIENDLY HOUSE



SCARECROW

FRIENDLY HALLOWEEN

Roll and cover

Take turns rolling a die. Cover one matching picture. First to cover a whole board wins.

Name: _____

Date: _____



PLAYER 1

PLAYER 2



Pick three and tell a story

Cut the cards into three groups. Pick one WHO, one WHERE and one WHAT HAPPENS card.

Name: _____

Date: _____

WHO

WHERE

WHAT HAPPENS



a friendly ghost



under the moon



finds a treat



a little bat



at a friendly house



helps a spider



a curious cat



near a pumpkin



lights a lantern



a wise owl



under a big hat



meets a scarecrow

Tell the story aloud, act it out, or draw what happens next.

Grown-up guide

Choose the games that suit your group. Cooperative play counts as a win too.

Name: _____

Date: _____

Suggested ages

Ages 4-8 with adult guidance. Read every direction aloud and adapt movement for the room and each child.

Scavenger hunt

Use page 2 at school or home. Children may point, draw, sign or name an object that matches each clue.

Movement and charades

Pages 3-4 work for transitions, brain breaks or small groups. Demonstrate gentle, safe movements first.

Picture bingo

Print pages 5-8 for four players or teams. Cut page 9 into caller cards. Three covered pictures in any row wins.

Roll and story play

Page 10 needs one die and safe markers. Page 11 supports speaking, drawing and multilingual storytelling.

Classroom use

Free for personal, school and classroom activity use. Do not resell or redistribute the PDF as your own resource.