

# Halloween Party Games

## Themed Traditional Party Games



### Themed Pass the Parcel

**You need:** A source of music and a small Halloween themed gift wrapped in layers of newspaper. Within each layer place a forfeit (I like to write them with silver pen on black or red paper).

**Playing the game:** Play spooky music whilst the children pass the parcel round the circle. Whenever you stop the music the child holding the parcel removes one layer and reads the forfeit. Successfully completed forfeits could win small prizes.

**Game objective:** The child who unwraps the last layer wins the prize in the middle.

**Possible forfeits:** Meow like a witch's cat, walk around the circle like a Zombie, cackle like a witch, scream like you've seen a ghost, walk around the circle moaning like a ghost, choose someone in the circle and pretend to bite them like a vampire.

**Try it this way:** Include some group forfeits that are open to anyone who wants to try (for example 'who can give the best witch's cackle' or 'tell a Halloween joke'). These can help shy children join in the fun as the spotlight is not solely on them. It also focusses the attention of those children who have not been lucky enough to unwrap a layer.

### Spider Piñata

**You need:** A spider piñata (you can make your own by covering all but the very top of a balloon in paper mache, painting it black when completely dry and then adding concertina folded black sugar paper strips as legs), wrapped sweets and sheets of newspaper.

**Setting up the game:** Fill your piñata with the sweets and roll the pieces of newspaper to make sticks. Hang the piñata somewhere with lots of space around it.

**Playing the game:** Blindfold players and give them a stick to hit the piñata. Players take turns to try to hit the piñata. When it breaks and the sweets fall out, players should share them.

**Safety Note:** Make sure children are standing away from the child trying to hit the piñata.

### Scary Statues

**You need:** Music.

**Playing the game:** When the music plays the children should dance. When the music stops, players must get into a scary statue posture. This posture should be held for a little while. Any children that move are out. If no children move, choose the least scary statue to be out.

**Game objective:** The last player remaining is the winner.



## Catch the Ghosts

**You need:** Small pieces of paper cut into ghost shapes (20-40), a small pot per team and a plastic drinking straw for each player.

**Setting up the game:** Scatter the 'ghosts' around the floor - keep to a fairly small area, especially if playing with younger children. Divide the children into teams and give each team a pot placed on a chair, stool or box. Give each child a straw.

**Playing the game:** Children pick up the ghosts by resting the straw over the ghost and sucking. Children try to collect as many ghosts as possible this way, dropping them 1 at a time into their team's pot.

**Game objective:** To be the team with the most ghosts at the end of the game (which occurs when all ghosts are caught or at the discretion of the game organiser).

**Alternative version:** Only one player per team catches ghosts at any one time. Each team should number themselves and only the number called by the game organiser collects ghosts. After a while the game organiser called these children back and calls a new number.

**Another alternative version:** Each team member lines up at one end of the hall with their pot a few metres away (adjust according to how well the children can pick the ghosts up). Ghosts are laid out on a table or chairs placed in the space in between the teams and the pots. The first person runs up to the ghosts, sucks one up, drops it in their pot and runs back to their team. The next person then goes.

**Hygiene Note:** Each player should have their own straw.

## Zombie Bumps

**You need:** Music and a room large enough for everyone to lie down.

**Playing the game:** When the music plays the children should dance around with their arms outstretched as 'zombies'. When the music stops, players lie down on the floor with their arms crossed as 'corpses'. The last child to become a 'corpse' is out.

**Game objective:** The last 'zombie' remaining is the winner.

**Safety Note:** Make sure children known to check they have a clear area before lying down to prevent players being kicked or sat on. If possible children should remove their shoes to reduce the risk.

## Pin the Wart on the Witch

**You need:** A large witch with the outline of a wart, a blindfold, 1 green or black sticky dot per player.

**Setting up the game:** Pin the witch on a wall at a suitable height for the children who will be playing. Carefully write the initial of each child onto your sticky dots.

**Playing the game:** Blindfold the children one at a time and hand them their sticky dot. Spin them round and ask them to place the dot as close to the outline as they can.

**Game objective:** Be the closest dot to the wart outline.



## Who am I?

**You need:** Stickers with different Halloween-y characters written on them such as vampire, Dracula, cat, witch, bat, skeleton, ghost etc.

**Playing the game:** Stick one sticker on each child's forehead, making sure that they have not seen it. The players must ask each other questions to try to work out who they are.

**Making it harder:** Players can only answer 'yes' or 'no' to the questions.

## Zombie Tombstones - version 1

**You need:** 'Tombstones' made from grey card or painted cereal boxes. Get each child to add their name to one tombstone.

**Setting up:** Scatter the tombstones around your 'graveyard' (the play area).

**Playing the game:** Players walk quickly around the 'graveyard' with their arms outstretched saying "mmmmm brains" etc. When the game organiser shouts "zombie hunter" all the players must quickly run to their named tombstone and lie with their head next to the named side of the tombstone and their feet stretched away (as if lying in their grave). The last person back each time is caught by the hunter and 'out' of the game.

**Game objective:** To be the last zombie 'alive'.

**Safety Note:** Make sure there is plenty of room between each tombstone.

## Zombie Tombstones - version 2

**You need:** 'Tombstones' made from grey card or painted cereal boxes x the number of players minus 1.

**Setting up:** Scatter the tombstones around your 'graveyard' (the play area).

**Playing the game:** Players walk quickly around the 'graveyard' with their arms outstretched saying "mmmmm brains" etc. When the game organiser shouts "zombie hunter" all the players must quickly run to a tombstone and lie with their head next to the named side of the tombstone and their feet stretched away (as if lying in their grave). Only one zombie can occupy each grave. Any zombies without a grave are caught by the zombie hunter and 'out' of the game. Remove at least one tombstone each turn.

**Game objective:** To be the last zombie 'alive'.

**Safety Note:** Make sure there is plenty of room between each tombstone.

**Alternative:** Use spooky music and switch off the music when the zombies need to hide.

