

# Kindergarten Fall Party Games

## **Game #1: HOT POTATO**

### Supplies Needed:

Small Plastic Pumpkin

Music

Prizes

### Game Directions:

- Students sit in a circle.
- Turn music on, pass the pumpkin around until the music stops. Person holding the pumpkin is out.
- They can pick out a prize before leaving circle or just sit out.
- Last person left is winner. Winner could pick out two prizes (if there are enough prizes).

## **Game #2: SPOOKY SPIDER WEB**

### Supplies Needed:

Yarn

### Game Directions:

- Students sit in a circle.
- Hand 1 student a ball of yarn and instruct that student to hold onto the end of the yarn with one hand and toss the ball of yarn to another student with the other hand.
- The next student then needs to hold onto a string of yarn and toss the ball of yarn to another friend. This continues until yarn is almost out and all of the students have made a “spider web” in the middle of the circle.
- Try to have students wind the ball of yarn back up so we can use it again.



# 1<sup>st</sup> Grade Fall Party Games

## **Game #1: Spooky Bowling**

### Supplies Needed:

9 Halloween Plastic Cups  
3 Balls

### Game Directions:

- Divide the class into 3 lines.
- Stack 3 cups into 3 separate pyramids at one side of the room. Have students line up in front of their cup stack pyramids at the other side of the room.
- Tell students to ROLL their ball towards the cup stacks to try and knock them down. Their goal is to knock all cups over during their turn. Tell them to roll the balls only – no bouncing.
- Have a parent standing by each cup stack to stack them up again for the next person in line. When a student is done with their turn, they had the ball to the next person in line and go to the end of the line.

## **Game #2: SPIDER RELAY**

### Supplies Needed:

3 Spoons  
3 Spiders  
Prizes

### Game Directions:

- Divide the class into 3 lines.
- Give the first person in each line a spoon and spider. The students have to put the spider on the spoon and hold it in front of them.
- When you say “go”, the student will carry the spider on the spoon to the end of the room and back.
- Then they hand the spoon with the spider to the next person in line.
- If anyone drops the spider, they can put the spider back on their spoon and continue the race.
- The team that gets done with the relay first wins and gets to pick a prize first. Give prizes out to the rest of the groups.

## 2<sup>nd</sup> Grade Fall Party Games

### **Game #1: SCARY/FUNNY FACE**

#### Supplies Needed:

None

#### Game Directions:

- Divide students into 2 groups and have them sit in circles on the floor.
- While students are sitting in the circle, have one student start by turning to their neighbor (clockwise) and making a funny/scary face.
- The face maker has 5 seconds to make the neighbor laugh.
- If the neighbor laughs, then they are out and moves out of the circle. If the person did not laugh, they get to do the same thing to their neighbor and the game continues. Continue game until everyone has had a turn.

### **Game #2: BALL TOSS**

#### Supplies Needed:

3 Buckets  
Ping Pong Balls  
Prizes

#### Game Directions:

- Divide class into 3 lines. Place a bucket within throwing distance of each line.
- Have an adult stand behind each bucket to help retrieve balls.
- Each line gets a baggie with 4 balls. Each person can throw 4 balls into the bucket during their turn.
- The team gets 1 point for each ball that stays in the bucket. Tell teams to keep an ongoing total of their points.
- Team with the most points gets to pick out a prize first. Allow everyone else to choose a prize afterwards.

# 3<sup>rd</sup> Grade Fall Party Games

## **Game #1: EYEBALL RELAY**

### Supplies Needed:

Ping Pong Balls  
Straws

### Game Directions:

- Divide students into 4 lines.
- Give each student a straw.
- Give the first person in each line an eyeball ping pong ball and tell students that they have to blow the eyeball with a straw to the other side of the room and back to the next person (have a visual for them like a desk or a chair so they know when to turn around).
- Tell students they cannot touch the ball, only blow it with the straw.
- This is a relay race so as soon as the person ahead of them gets back, the next person can go blowing the same ball.
- The team that gets done first wins.
- Tell students to throw used straws away.

## **Game #2: BONE TRIVIA**

### Supplies Needed:

Skeleton Cut-Outs  
True/False Pumpkins Cut-Outs  
Halloween Trivia Questions

### Game Directions:

- Divide students up into 3 teams.
- Give each team a baggie of skeleton pieces and a baggie of true/false pumpkins. Tell them to get out their pumpkins and large skull/body of their skeleton only (the smaller skeleton pieces need to stay in their baggies for now).
- Tell students that you are going to read 1 true/false Halloween trivia question at a time. Their job is to quietly discuss with their group the correct answer (give them a few seconds to discuss answer). Then you will tell them to hold up their answer using the true/false pumpkins. You will then announce the correct answer and the groups that got the answer correct can pull out one skeleton piece from their bag and add it to their skeleton body. Groups that did not get the correct answer do not get to add a skeleton piece for that turn. Continue asking trivia

questions until a group wins the game by completing their skeleton.

-The winning group can pick a prize first, let the other groups pick their prizes next.

-Please make sure that the three groups get all of their skeleton pieces back in their baggies.

They should have 9 skeleton pieces per bag. Pumpkins go back into baggies too.

# 4<sup>th</sup> Grade Fall Party Games

## **Game #1: Ghost Waiter**

### Supplies Needed:

White Balloons (need to blow up and tie 3 balloons only)

Silver Trays

### Game Directions:

- Divide students into 3 lines.
- Give the first student in each line a tray and balloon.
- Tell students that they have to place their balloons on their tray and hold their tray using 1 hand only (like a waiter). Have them walk from one side of the room and turn around and come back to their group (have a visual for them like a desk or a chair so they know when to turn around). They need to keep the balloon on their tray throughout their turn. If it drops or blows off they can put it back on and continue.
- Remind students they cannot hold the balloon on the tray and only use 1 hand to hold the tray.
- This is a relay race so as soon as the person ahead of them gets back, the next person can go.
- The team that gets done first wins.
- Blown up balloons can be thrown away at the end of the race.

## **Game #2: Halloween Word Challenge**

### Supplies Needed:

Paper

Pencils (students will use their own)

### Game Directions:

- Pass out 1 sheet of paper to each student.
- Tell students to write the word "Happy Halloween" at the top of their paper.
- Have students write down as many words as they can with those letters.  
Example: Happy Halloween
  1. Wall
  2. Now
  3. Pal
  4. Lean
- Give them a set amount of time to complete the task (2-5 minutes or so depending on how much time is left). Tell students to STOP when time is up and count how many words they wrote.
- The person with the most words wins the game. Let the students with the top 10 highest

scores pick their prizes first then everyone else can get a prize.

-If you need to repeat the game to fill time, have them play again and write "Haunted House" or "Spooky Ghost" or "Fall Time", etc.

# 5<sup>th</sup> Grade Fall Party Games

## **Game #1: Halloween Balloon Relay**

### Supplies Needed:

Rulers

Orange Balloons (Have 3 balloons blown up and tied before game starts)

### Game Directions:

- Divide students into 3 lines.
- Each team gets a ruler and balloon.
- One team member at a time must race across the room and back (have a visual for them like a desk or a chair so they know when to turn around) using only a ruler to keep the balloon from falling on the ground. If the balloon falls on the ground they can pick it up and keep going. Students are only allowed to use their hands if the balloon falls to the ground. Otherwise they can only use their ruler to complete the race. They pass the ruler and balloon to the next person in line when they're finished and the race continues.
- The first team done wins the race.

## **Game #2: Halloween Pictionary**

### Supplies Needed:

Expo Markers

### Game Directions:

- Divide the class into 2 teams.
- Tell students that 2 people (1 from each team) will be drawing a picture on the board at a time. It is everyone else's job to guess what their teammate is drawing. Students can shout out answers or can raise their hands to be called upon – ask the classroom teacher which method they would prefer. The team that correctly guesses the drawing first gets a point (If teams guess the correct picture at exactly the same time, give each a point). Have students keep track of their team points on the board.
- Choose a Halloween word from the list below and whisper it to the two students who are drawing. Tell them to wait until you say "Go" before they can begin drawing on the white board.
- Have an adult pick what students can have a turn to draw on the board.
- Halloween Words:
  - Black Cat, Witches Hat, Pumpkin, Candy Corn, Ghost, Spider, Candy, Broom, Spider Web, Zombie, Jack-o-Lantern, Bat, Haunted House, Skeleton, Frankenstein, Mummy, Eyeball, Scarecrow, Potion, Full Moon, Owl, Halloween Costume, Tombstone, Cauldron, Werewolf, Haunted Tree



-Continue playing game until time runs out.

-The team with the highest score wins and can pick out a prize first. Allow the other time to pick their prize afterwards.