

1. Open pudding tops
 2. Spoon in layer of crushed Oreo cookies
 3. Top with gummy worms
 4. Take top off of Oreo cookie and slide side with filling into cup to look like full moon
 5. Enjoy!
- Directions:

Need: Pudding cups, oreos, crushed oreos, gummy worms, spoons, napkins, mini water bottles



Need: laminated bingo cards, laminated equation cards,
candy corn markers, dry erase marker, wipes

Directions:

1. Give each student a bingo card and 15 pieces of candy
2. Call out equations; mark as called with dry erase marker
3. Student calls BOO Bingo
4. Check answers and give winner a spider ring

Boo Bingo





Spooky
Science



Need: Container filled with candy corn, rulers, paper, pencils

Formulas:

Rectangle $V = L \times W \times h$

$l = \text{length}$ $w = \text{width}$ $h = \text{height}$

Cylinder $V = \pi r^2 h$

$\pi = 3.14$ $r^2 = \text{radius}^2$ $\text{radius} \times \text{radius} = \text{height}$

Directions:

1. Use math or guess work to estimate how many pieces of candy are in the container

1. Find volume of container

2. Find volume of single piece of candy (use rectangle

formula)

3. Divide to see how many will fit

2. Closest to actual number in each group gets spider ring

3. Overall class winner takes home the jar!

Candy Corn Estimation

Formulas:

Rectangle $V = l * w * h$ $l = \text{length}$ $w = \text{width}$ $h = \text{height}$

Cylinder $V = \pi r^2 h$ $\pi = 3.14$ $r^2 = \text{radius} * \text{radius}$ $h = \text{height}$

Name:

Best Guess:

Need: Timer, A-Z pages, pencils

Directions:

1. Set the Timer for 4 minutes. Work as individuals OR in pairs.
2. Play 2 rounds with categories of: Halloween and Fall
3. Before the timer ends they have to write down as many unique words as they can think of A-Z
4. When the time is up, each player shares what word they chose for each letter. If no other player used their themed word, they get a point! No points for blank lines. Add up the points and see who wins.
5. Winners get a spider ring



Scary Scattergories

3. When time is called, the final card does not go into the discard pile, but is instead removed from play.

2. Clue-givers may not use sound effects or use gestures to indicate the clue word.

1. Clue-givers may not use any taboo words, including abbreviations and any part of the taboo word.

Rules:

1. Divide cards into 2 stacks face down; Divide into 2 teams; each team gets 10 pieces of candy
2. Each team picks a clue giver; This student sits on the side of the table with the OTHER team and holds their team's clue cards
3. Cards have the clue word in orange and the taboo words listed below. Clue-giver starts 1 min timer and must get their team to say the word in orange without using any of the taboo words.
4. If a taboo word is used, Team B takes a piece of Team A's candy and the current card goes into the discard pile.
5. If the team guesses correctly, they get to take a piece of the other team's candy and should quickly move to the next card.
6. If the clue giver decides to pass on a card, it goes to the discard pile and they lose a piece of candy.
7. Once time runs out, play repeats with Team B.
8. When play goes back to Team A, pick a new clue giver.
9. Each team divides up their candy at the end of the game.

Need: Timer, candy, clue cards

