9-category Halloween challenge

Write player names. Tick their number when they complete a mission.

Player 1: _____	Player 2: _____	Player 3: _____	Player 4: _____

IMAGINE



The Ghost Hotel

1 ☐ 2 ☐ 3 ☐ 4 ☐

MOVE



Monster Delivery Service

1 ☐ 2 ☐ 3 ☐ 4 ☐

CREATE



Make a Pocket Monster

1 ☐ 2 ☐ 3 ☐ 4 ☐

FIND



The Witch's Missing Ingredients

1 ☐ 2 ☐ 3 ☐ 4 ☐

KINDNESS



The Friendly Ghost's Thank-You

1 ☐ 2 ☐ 3 ☐ 4 ☐

SILLY



The Monster Weather Report

1 ☐ 2 ☐ 3 ☐ 4 ☐

TOGETHER



Build a Pumpkin Patch

1 ☐ 2 ☐ 3 ☐ 4 ☐

OUTSIDE



Bring the Night Walk Indoors

1 ☐ 2 ☐ 3 ☐ 4 ☐

SURPRISE



The Mystery Monster Mission

1 ☐ 2 ☐ 3 ☐ 4 ☐

IMAGINE

The Ghost Hotel



Time: 8-12 minutes

What you need: Three cushions, a small blanket and two soft toys.

Setup: Arrange the cushions on the floor with space to walk around them.

1. Turn the cushions into rooms in a hotel for friendly ghosts.
2. Give each soft-toy guest a funny name and decide what makes their room special.
3. Welcome your guests and invent one thing that happens during their stay.

You're done when: Both guests have a room and you've told their Halloween hotel story.

Player name(s): _____

1 ☐ 2 ☐ 3 ☐ 4 ☐

MOVE

Monster Delivery Service



Time: 5-8 minutes

What you need: Three rolled-up socks and two baskets or open boxes.

Setup: Place the baskets a few clear steps apart on the floor.

1. Put the socks in the starting basket: they're parcels for friendly monsters.
2. Deliver one parcel at a time using a different monster walk - tiny vampire steps, a slow zombie shuffle or a gentle monster march.
3. Choose your funniest walk for the final delivery. Walk carefully; this isn't a race.

You're done when: All three parcels arrive at the monster's door.

Player name(s): _____

1 ☐ 2 ☐ 3 ☐ 4 ☐

CREATE

Make a Pocket Monster



Time: 10-15 minutes

What you need: Paper, washable colouring pens or crayons; optional stickers.

Setup: Put the materials on a table. No scissors are needed.

1. Draw a monster small enough to live in your pocket.
2. Give it three unusual features, such as spaghetti hair, star-shaped toes or a nose that blows bubbles.
3. Name it and draw the snack or home it would love.

You're done when: Your monster has a name, three features and something it loves.

Player name(s): _____ 1 ☐ 2 ☐ 3 ☐ 4 ☐

FIND

The Witch's Missing Ingredients



Time: 5-10 minutes

What you need: A basket and five safe household items: something soft, round, purple, shiny and funny. Items can fit more than one clue.

Setup: An adult sets the search boundary and checks which objects are suitable.

1. The witch has lost the ingredients for her giggle potion. Find one object for each clue.
2. Bring your ingredients to the basket without opening cupboards or climbing.
3. Give each ingredient a magical name: a sock might become “dragon fluff”.

You're done when: You've matched all five clues and named your ingredients.

Player name(s): _____ 1 ☐ 2 ☐ 3 ☐ 4 ☐

KINDNESS

The Friendly Ghost's Thank-You



Time: 8-12 minutes

What you need: Paper and colouring pens or crayons.

Setup: Choose someone you'd like to thank: a sibling, parent, grandparent or friend.

1. Draw a friendly ghost with a speech bubble.
2. Write or say one specific thing you appreciate about that person. An adult can help with writing.
3. Give them the picture, or keep it ready for the next time you see them.

You're done when: Your ghost carries a real thank-you for someone.

Player name(s): _____ 1 ☐ 2 ☐ 3 ☐ 4 ☐

SILLY

The Monster Weather Report



Time: 5-8 minutes

What you need: No materials; an optional cardboard tube can be a pretend microphone.

Setup: Choose a clear spot to perform, or sit together.

1. Invent three ridiculous Halloween weather forecasts: raining pumpkins, a breeze of ghost giggles or a fog of purple socks.
2. Present your report using your funniest monster voice and gestures.
3. Ask the audience to choose what they'd wear in that weather.

You're done when: You've announced three forecasts and someone has chosen their outfit.

Player name(s): _____ 1 ☐ 2 ☐ 3 ☐ 4 ☐

TOGETHER

Build a Pumpkin Patch



Time: 10-15 minutes

What you need: Six sheets of scrap paper, crayons and a cushion.

Setup: Draw a pumpkin on each sheet. Leave the papers flat on a table or floor.

1. Together, give each pumpkin a different face.
2. Arrange them around the cushion to make your imaginary pumpkin patch.
3. Invent a short story together, taking turns to add one sentence about a pumpkin.

You're done when: All six pumpkins have faces and everyone has added something to the story.

Player name(s): _____

1 ☐ 2 ☐ 3 ☐ 4 ☐

OUTSIDE

Bring the Night Walk Indoors



Time: 8-12 minutes

What you need: Paper, crayons and three cushions; optional battery-powered torch.

Setup: Keep the room normally lit. Draw a moon, tree and friendly owl, then place them beside the cushions.

1. Outside adventures can happen in your imagination too. Walk around your indoor trail and pretend you're exploring a moonlit garden.
2. At the moon, invent a night-time sound. At the tree, spot an imaginary creature. At the owl, ask it a question.
3. Return and tell someone what you discovered.

You're done when: You've visited all three stops and shared your discovery.

Player name(s): _____

1 ☐ 2 ☐ 3 ☐ 4 ☐

SURPRISE

The Mystery Monster Mission



Time: 5-10 minutes

What you need: Three pieces of paper, crayons and a bowl.

Setup: Draw a ghost, pumpkin and bat on separate papers; fold them and put them in the bowl.

1. Pick one paper without looking.
2. Your surprise task is: ghost - teach a friendly ghost a dance; pumpkin - invent a pumpkin's favourite joke; bat - show how a tiny bat gets ready for bed.
3. Perform your idea, then let the next player draw a task.

You're done when: Everyone taking part has completed one surprise task.

Player name(s): _____ 1 ☐ 2 ☐ 3 ☐ 4 ☐

CREATE YOUR OWN FAMILY MISSION

Category: _____

Mission name: _____

Materials: _____

1. _____
2. _____
3. _____

Done when: _____

Player name(s): _____ 1 ☐ 2 ☐ 3 ☐ 4 ☐

Pick a surprise. Make it your own.

Cut out with adult help, fold and draw from a bowl. Swap a task or play with a partner whenever you like. Print single-sided at actual size. Keep play spaces clear and use battery lights rather than candles.

GHOST

Teach a friendly ghost a dance.

Player: _____ Completed: [ ]

PUMPKIN

Invent a pumpkin's favourite joke.

Player: _____ Completed: [ ]

BAT

Show how a tiny bat gets ready for bed.

Player: _____ Completed: [ ]