

Beware! Be Scared!

Reference Page

Tips for Trick or Treaters from the Mayo Clinic:

1. Get in on the fun. Accompany **trick-or-treaters** younger than age 12. ...
2. Set ground rules. If your child will be **trick-or-treating** without you, plan a familiar route and set a curfew. ...
3. Inspect treats before indulging. Don't let your child snack while he or she is **trick-or-treating**. ...
4. Ration the loot.

Review the history of the Halloween holiday. <https://www.britannica.com/story/why-do-we-celebrate-halloween>

Talk to your students/ children about the things that scare them. How can our own thoughts increase or decrease our fears? Let your students discuss.

What are your students'/ children's favorite Halloween decorations and why?

Let children make decorations of their own from online sites and everyday materials found at home. Here are some ideas:

<https://www.thebestideasforkids.com/halloween-crafts-for-kids/>

<https://www.thesprucecrafts.com/kids-halloween-crafts-4173158>

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Light and shadow can make things appear scarier than they are. In a dark room if you hold a flashlight straight upward, and hold your hand high above it, moving your hand down toward the light, a large hand appears as if to almost grab you! Make other fun hand shadows against a white sheet or wall. How can you make them scary?

Favorite Fun Treats

Crispy Eyeballs

Follow the recipe for Rice Krispy treats on the cereal box. With a *little* butter on your hands, roll treats into a ball. Place a confectioner eye in the middle. For gory eyes, use red decorator frosting or gel to make them appear blood shot. Let dry, then eat.

Lolli Ghosts

Place two sheets of white facial tissue on a flat surface at different angles, one on top of the other. Head down, place a Tootsie Pop in the center. Pull tissue around head, flip upright, and secure where the head of the lollipop meets the stick with a rubber band. (neck) Draw two eyes. You have a ghost.

Rhyme Time Race

Download Rhyme Time Race from the [Lawley Publishing Website](#).

Beware! Be Scared! is written with rhyme. Have all the students come to the front of the room, and line up with their backs toward the wall. Let a student volunteer to be the Rhyme Grand Marshall. Give this student the first word on the Rhyme Time Race card. Set a timer for 1 minute and have the student repeat the word. The first student in line recites as many rhyming words as they can think of. If there is a pause, the person beside the racer can help. When there are no more rhymes, the timer stops. (Teachers can ask the other students what they might add to the rhyme list.) Compliment the student. (Some words are more challenging than others.) The Grand Marshall goes to the end of the line, and the teacher gives a new word to the racer, now the Grand Marshall. The game begins again. (Everyone wins in this game.)

Rhyme Time Race Card

Beware	Stink	Inside
Be	Air	Peek
It	Rat	Side
Crawl	Set	Look
Ghost	Will	Dad
Night	Tree	Share
Ghoul	Take	Book
At	Decide	Trick
Man	Trap	Treat
Boo	Bat	Good
Fright	Flight	Old
Will	Dance	Fright
Run	Deep	And
Hide	Wood	Those
You	Dark	Climb
Bone	Relax	This
Door	In	Get
Fang	Wall	Go
Rise	Bed	Must
Up	Dream	Howl
Floor	Those	Or
Brew	Grab	Cling