



Trick or Treat – A game for Halloween – Instructions

A fun game for two or more players of all ages, suitable for use in maths and literacy groups, with buddies or in family groups. It combines reading, mathematics, activity, and loads of fun and laughter.

Rule #1: No eating treats until the game is finished!

What you need:

- Game board
- One dice
- Player tokens
- Action cards
- Treats
- Treat bags (optional)
- Other props if available: witch's hat and broomstick for action card suggestions

Preparation

Game board

Print one copy of the **Trick or Treat game board** on A3 (or larger) card or paper. Laminate.

Player Tokens

Each player needs a token. Any counters you have to hand will suffice.

Alternatively, print characters from the game, available in **Trick or Treat – Player tokens** (choose full colour or black and white). Cut out and laminate. Use adhesive tape to attach them to bottle caps or blocks.

Action cards

Print one set of the **Trick or Treat action cards**. (Note: One page of blank cards is included for adding actions of your own.)

Print the **Trick or Treat card backs** onto the back of the **Trick or Treat action cards**. Choose either the black and white or colour version.

Cut out and laminate the cards.

Treats

Use real wrapped treats e.g. candies; counters or blocks. Or print and laminate the sheet of **Trick or Treat – Treats** provided. Place the treats in a bowl beside the game board in easy reach (but not too easy!) of all players.

Treat bags

Print the **Trick or Treat – Treat bags** on A4 paper. Distribute one to each player to cut and paste onto a plastic sandwich bag or brown paper bag. This works well if players are collecting real treats to keep.

Or

Print the **Trick or Treat – Treat bags** on A3 card or paper. Cut out along the dotted lines. Laminate. Distribute one to each player. This works well when using printed treats or counters to return to the game.



Before you start – make treat decisions

Before introducing the game to children, it is necessary to make decisions about treats.

- What sort of treats will be used, and
- how will they be distributed?

If real treats are used I recommend using individually wrapped treats as there will be some exchange of treats during the game.

If real treats are used, how will children respond to unequal numbers of treats collected during the game? Will they enjoy the fun anyway, or will they be envious of someone else's haul, or gloat over their own haul? How will you handle that? What lessons can children learn from playing a game with unequal rewards?

If counters or printed treats are used, will they simply be counted and compared and returned to the bowl when the game is finished? Or will real treats be issued? If so, how? Will all players receive an equal number of treats (for participating), or will each player receive the number of treats collected during the game?



See below for suggestion about recording collection, and distribution, of treats at the end of the game.

Setting up the game:



Shuffle the cards and place them face down on the board where shown.

Place the treats in a bowl beside the game board.

Allocate tokens to each player.

Playing the game

Rule #1: No eating treats until the game is finished!

(Hint: Use printed tokens or counters rather than real treats. Children have just as much fun!)

Players take turns to **roll the dice** and move their tokens around the board. Players **follow the instructions** at each space on which they land. This is one game when going back spaces, or even back to the start can be an advantage. You might collect more treats!

When players land on a **“Trick or treat”** space, they pick up a card and read the instructions aloud. They then follow the instructions, and place the card in a discard pile.

If players don't have enough treats to follow an instruction in full, they do what they can.

When landing on the space marked **“Wait for a friend then go on together”**, the player waits for another to catch up. Then they both move together on each player's turn. If there is no player following, the player continues alone.

When all the “Trick or treat” cards have been used, they can be shuffled and returned to the board.

The game finishes when (you choose):

Allocated time is finished

A player reaches the party at the end (It is not necessary to throw the exact number to join the party.)

When all the trick or treat cards are used (as an alternative to shuffling and replacing on the board).

The winner is ...

Unlike other games there is no clear winner.

Is it the player who reaches the party first? Speed is the essence of some games. It is not necessarily so in this one.

Is it the player with most treats?

Is it anyone who enjoys the game?

Additional suggestions and resources:

Trade

Use counters or printed treats.

When play is finished, children count their treats and trade each for a real treat.

Perhaps they could trade up – ten treats could be traded for a larger treat. This works well if children are learning about place value (see additional suggestion below).

Place value treats

When children are learning about place value and playing games such as [Race to 99](#), extend the learning in the **Trick or Treat** game to include place value.

Instead of using treats and treat bags, use interlocking blocks or popsticks and rubber bands for bundling with the [tens and ones boards](#). When children collect ten “treats” they connect or bundle them to make a ten. If they have a ten but not enough ones and are required to return some to the bowl, or give them to another player, they will need to separate the tens to do so.

At the end of the game players could trade the tens for larger treats, and the ones for smaller treats. Alternatively, they might prefer a whole bunch of smaller treats!

Graph

Children could graph how many of each treat they collected. Use the sheet **Trick or Treat – Treat graph**. The sheet is provided in three formats. Choose the one that suits your needs best:

In colour using images of printed **Trick or Treat – Treats**

In black and white using images of printed **Trick or Treat – Treats**

In black and white to personalise when playing with other treats

Compare

Record the number of treats collected by each player. When all in the class have played, compare:

Who collected the most? Fewest? Who has more than x? Who has fewer than x?

Have the children arrange themselves in order from most to fewest treats collected. There will be some children who have collected the same number, so

Make a living graph of the children who collected each number of treats e.g. all the children who collected five treats make a line; the children who collected six make a line beside them; and so on. Discuss. What was the number of treats collected by most children? How many children collected x treats?

Record the results as a picture graph.

Write

Children could write a report of playing the game, including how they felt while playing and the number of treats collected. Use the sheet *Playing Trick or Treat* if desired.

Children could use the sheet *Trick or Treat – A story for Halloween* to write their own Halloween story.

Finger puppet plays and stories

Cut out and use characters from the sheet *Trick or Treat – Player tokens* to tell and perform Halloween stories. The cut-outs could be added to pop sticks or glued to paper strips and wrapped around fingers.

