



USBORNE  
*Be Curious.*

# Halloween Activity Pack

Age  
7-11



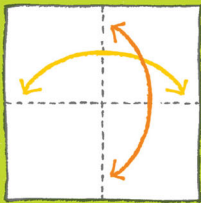


# MAKE MOUTHY MONSTERS

Fold monsters from square pieces of paper, then make them talk. You'll find instructions for turning rectangular paper into squares on page 58.

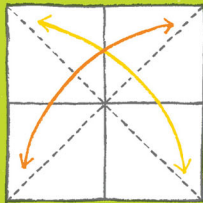
1

Fold a square in half from side to side and unfold. Then, fold from top to bottom and unfold again.



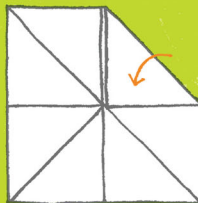
2

Next, fold the square in half diagonally, corner to corner, and unfold. Repeat with the other two corners.



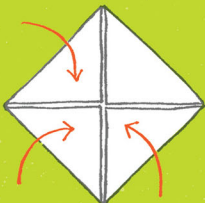
3

fold the top right corner into the middle of the square.



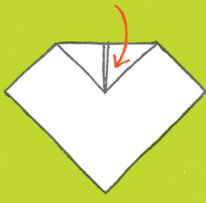
4

fold the remaining three corners into the middle, too.



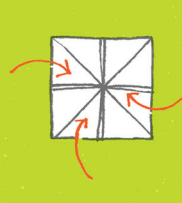
5

Turn over the paper. Fold down the top corner into the middle.



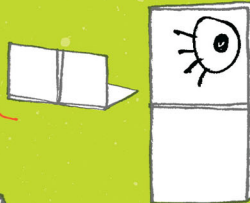
6

Then, repeat step 5 with the other three corners.



7

fold the square in half. Draw an eye near the top right corner.



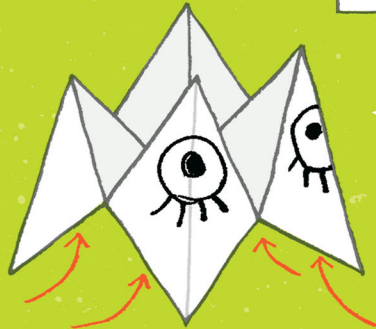
8

Turn over to draw another eye in the top left corner.



9

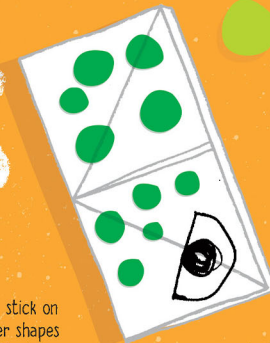
Slide your thumb and fingers under the four square flaps. Then, pinch them together to open and close your monster's mouth.



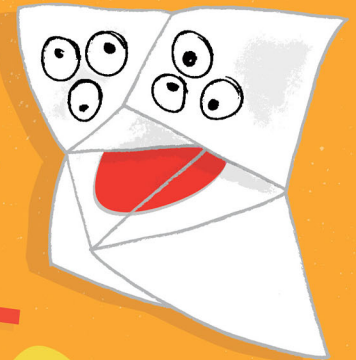
You could decorate your monsters with bright pens...



...or stick on paper shapes with glue.



Draw teeth or a tongue inside its mouth.



Now start talking...

Move your monster's mouth to synchronize with any words you say or noises you make.



MY NAME IS TRICERA-CHOPS...

GLIG GLOG



Oooo!





# Haunted painting

A boy is rooting through some old junk in his grandmother's attic, when he discovers a painting covered in dust. He brings it downstairs, and soon realizes that something is not quite right... it's haunted.

The haunted painting is shown here on the right. Write a story about what happens next.

## Questions

Who is the girl in the painting?

Does the boy recognize anything? The girl? The doll? Or the room itself?

Whose shadow is lurking in the background?

What's written in the letter on the desk?

## An element of doubt

Build the tension in your story by throwing in an element of doubt.

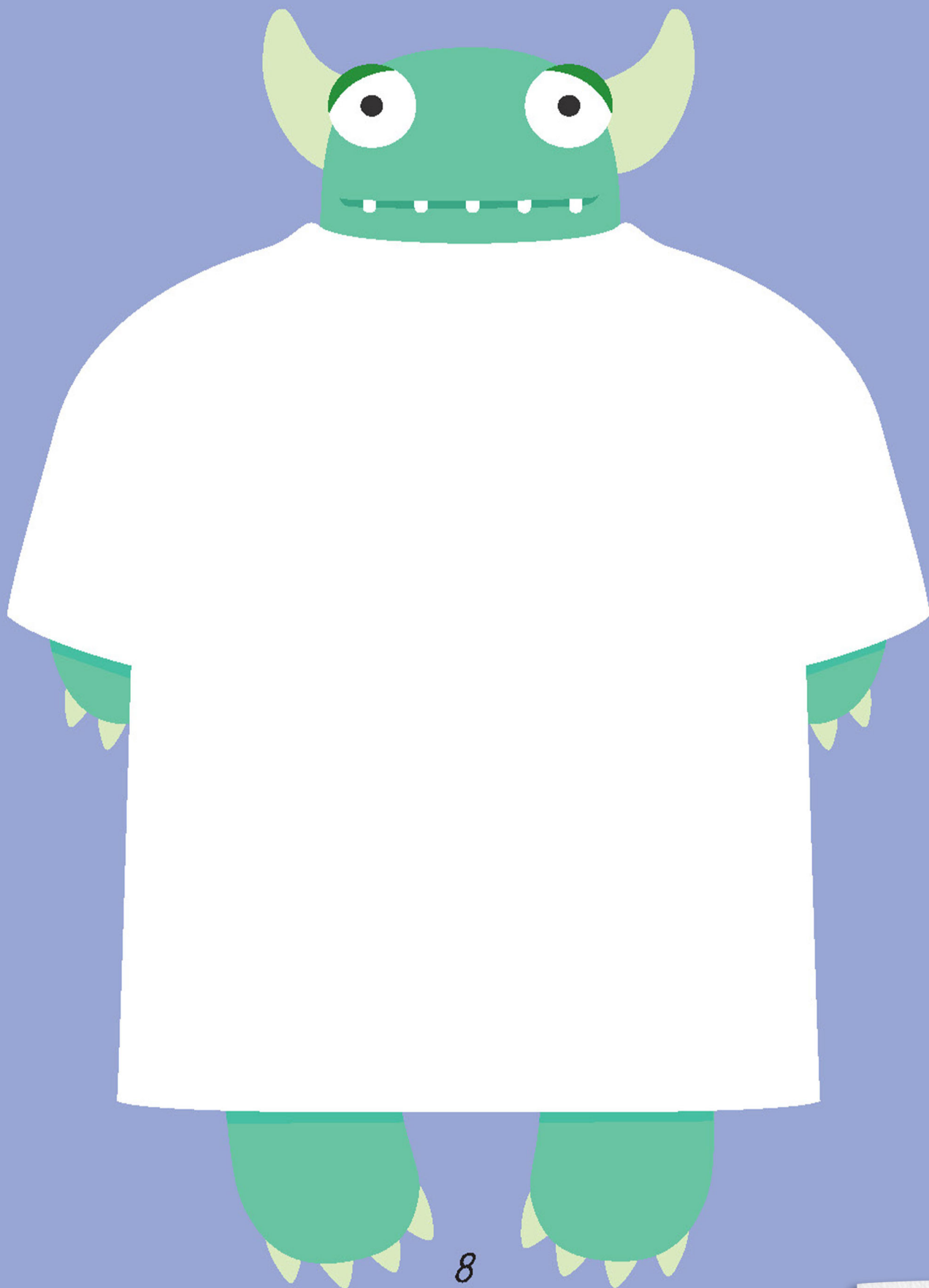
Perhaps the boy catches something moving out of the corner of his eye. Was it the painting, or was it just his active imagination?

Your reader will feel a sense of anticipation as he or she waits to find out what happens.

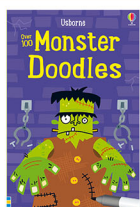
Write your  
story title here.



Design a T-shirt for the monster.



8



# Usborne Activities

Find more like this in **Monster Doodles**. Find more activities at [usborne.com/activities-for-kids](https://www.usborne.com/activities-for-kids)

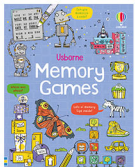
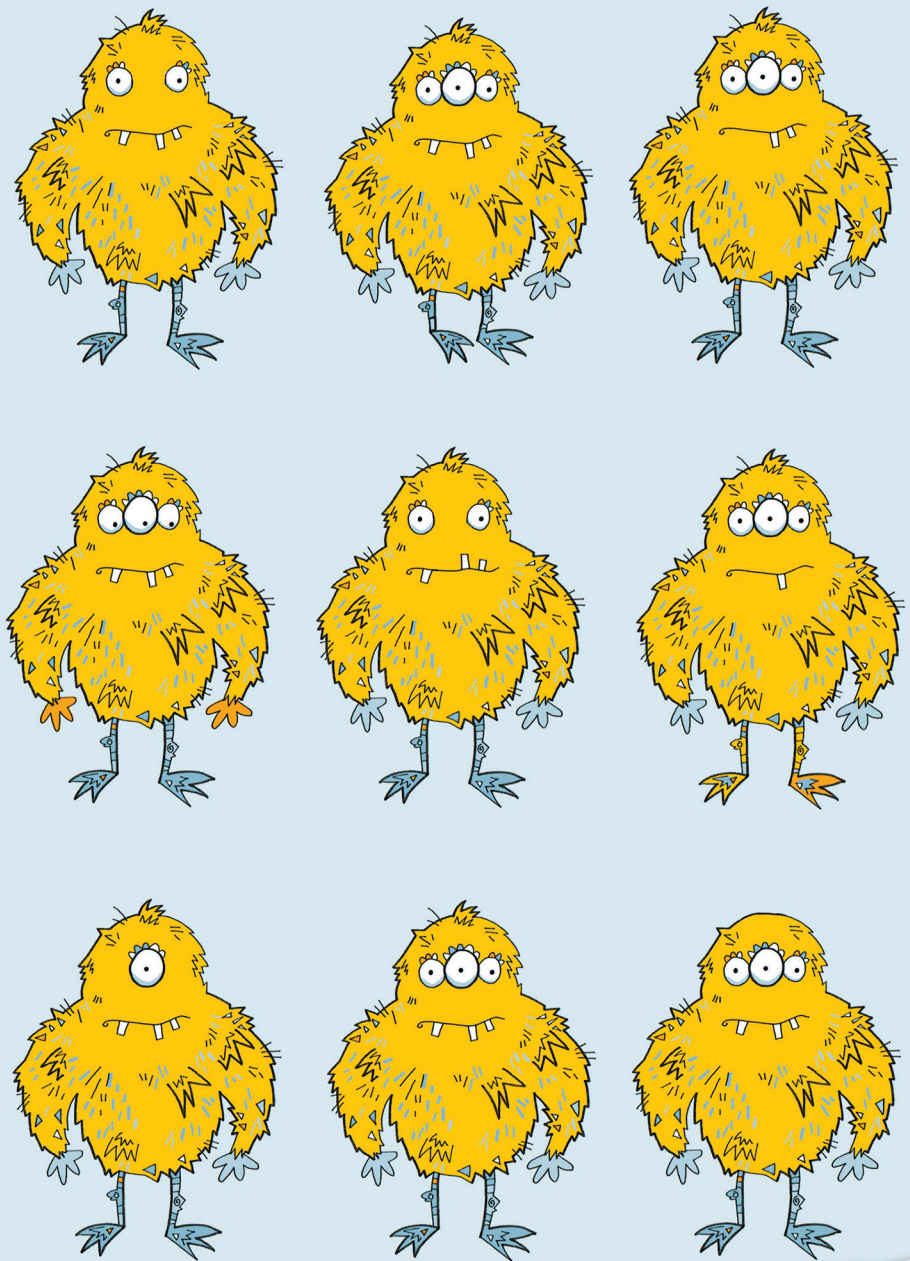
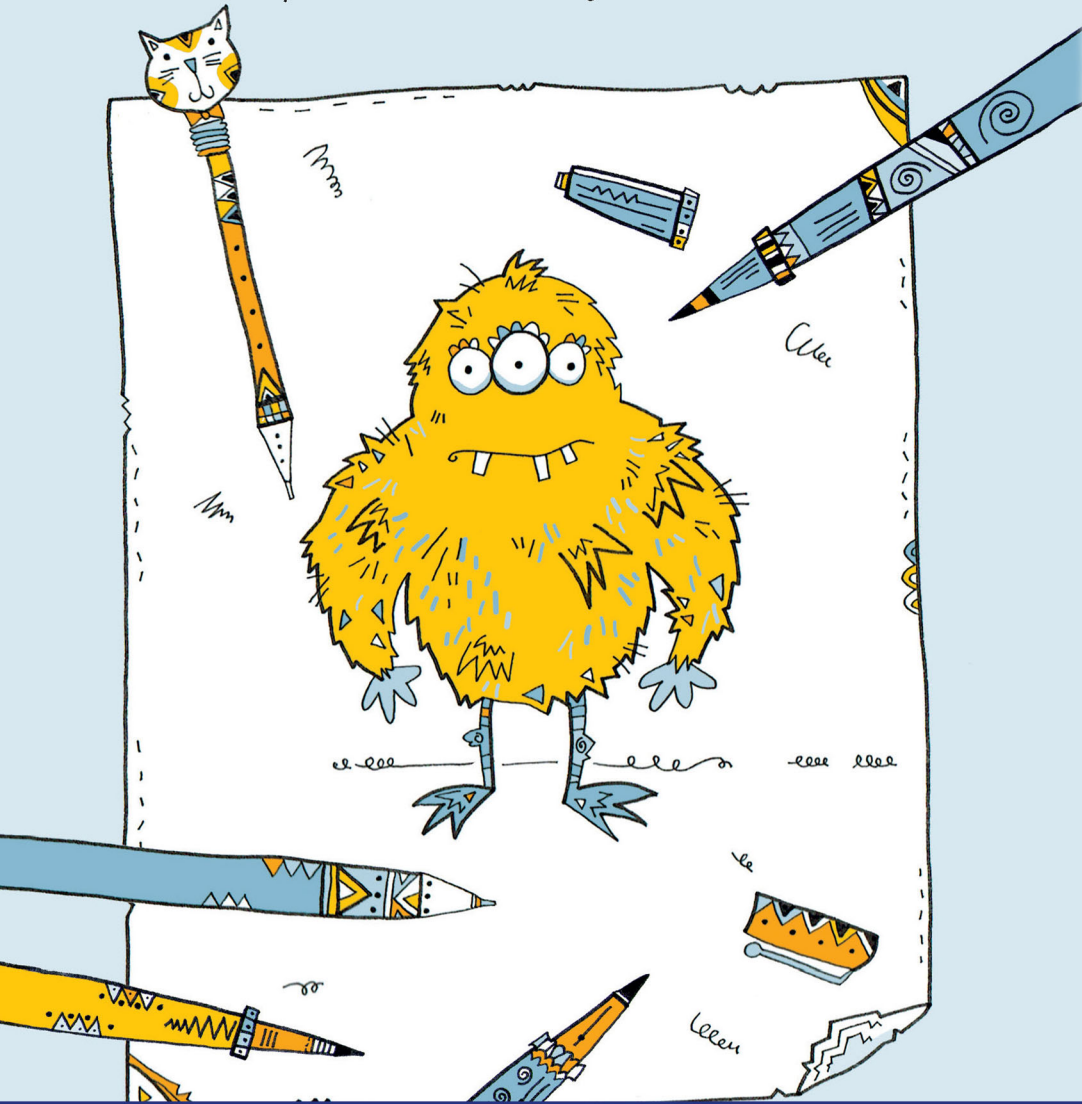
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# Where's Melvyn?

Melvyn the monster has drawn a picture of himself. Look at him closely for one minute then turn the page and see if you can find him among the other monsters.



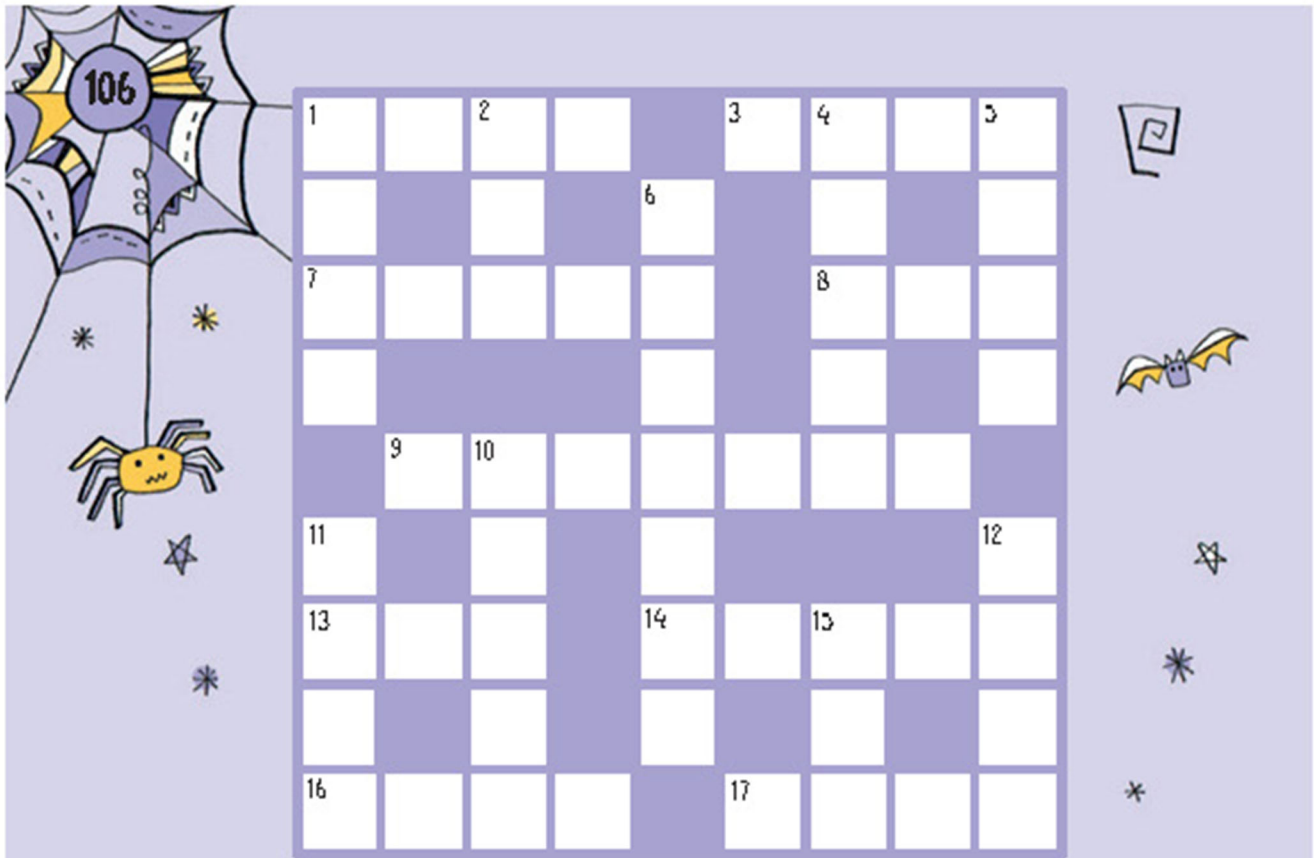
## Osborne Activities

Find more like this in **Memory Games**. Find more activities at [usborne.com/activities-for-kids](https://www.usborne.com/activities-for-kids)

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### ACROSS

1. Sound made by a snake (4)
3. Doing word (4)
7. Female spellcaster (5)
8. Male sheep (3)
9. Said to have ghosts (7)
13. A gorilla or chimp, for example (3)
14. Monsters like Shrek (5)
16. Children (4)
17. Break suddenly (4)

### DOWN

1. Noise made by a wolf (4)
2. Use a chair (3)
4. Spooky (5)
5. "Things that go \_\_\_\_\_ in the night" (4)
6. Ghost (7)
10. In front (5)
11. Face disguise (4)
12. Letters at the end of an invitation (1.1.1.1.)
13. To flee is to \_\_\_\_ away (3)



# Usborne Activities

Find more like this in **Holiday Crosswords**. Find more activities at [usborne.com/activities-for-kids](http://usborne.com/activities-for-kids)

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# The Haunting of AVELINE JONES

## Spooky Wordsearch

Phil Hicke

Can you find all of the ghostly words hidden in the wordsearch below?

B	A	M	A	L	M	O	U	T	H	Y	U	T	R	E
P	R	I	M	R	O	S	E	O	T	E	I	G	Y	W
E	H	Q	A	J	K	L	K	P	I	S	J	J	K	S
G	H	R	H	V	P	U	O	U	Y	U	M	B	N	C
H	A	A	J	R	E	T	M	J	N	D	C	S	S	A
O	Q	H	U	V	R	L	K	Y	Y	E	R	P	U	R
S	G	W	F	N	T	E	I	N	H	D	F	O	U	E
T	H	A	N	H	T	L	P	N	N	C	V	O	Y	C
S	G	D	E	F	G	I	Y	H	E	I	X	K	T	R
Y	F	S	T	D	Q	A	N	N	A	H	W	Y	R	O
J	D	N	M	G	L	A	C	G	X	N	C	D	F	W
Z	S	B	H	A	L	L	O	W	E	E	T	P	D	S
E	A	V	M	F	N	Z	B	U	S	J	F	O	A	L
S	W	C	J	H	V	B	F	T	D	K	G	H	M	M
W	A	V	E	S	G	F	I	J	F	G	B	M	N	S

Aveline

Malmouth

Primrose

Scarecrows

Haunting

Spooky

Halloween

Ghosts

Waves

Phantoms



# Usborne Activities

Find more like this in **The Haunting of Aveline Jones**. Find more activities at [usborne.com/activities-for-kids](https://www.usborne.com/activities-for-kids)

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# DRAW SKULLS AND SKELETONS

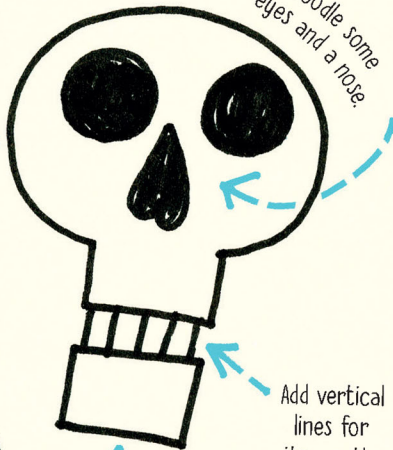
Follow the steps on this page to doodle different types of skulls and skeletons with a black pen.

Doodles don't need to look too neat. They have more character if they look a little scribbled.



## SKULL

To draw a skull, start with this shape first.



Doodle some eyes and a nose.

Add vertical lines for its mouth.

Draw a small rectangle underneath.



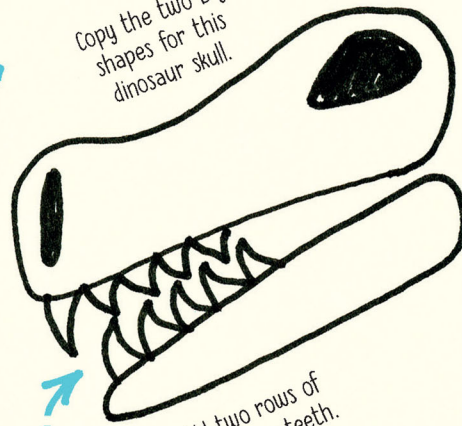
You could copy these skulls as well. Then, colour them in.



## TYRANNOSAURUS REX

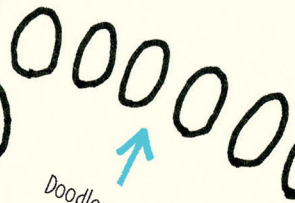
Copy the two big shapes for this dinosaur skull.

Draw holes for an eye and a nose, then fill them in.



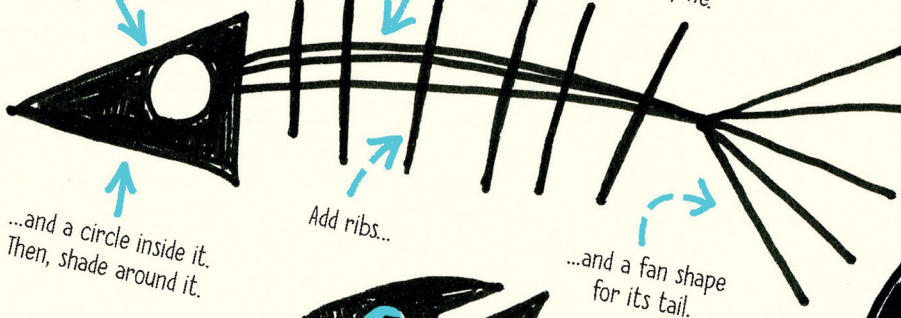
Add two rows of zigzags for teeth.

Doodle narrow ovals for neck bones.



## FISH

Draw a triangle for its skull...



...and a circle inside it. Then, shade around it.

Draw overlapping curved lines for its spine.

Add ribs...

...and a fan shape for its tail.





## 128 Make some goo

1. Pour two cups of cornflour into a big bowl. Add four drops of food dye to a cup of water and pour it into the bowl.



2. Mix the ingredients together with your hands until they are well blended.



3. How does the mixture you have made feel in your hands?



4. Scoop up a handful of mixture. Does it stay in your hand or dribble through your fingers?



5. See if you can make a ball by rolling the mixture between your hands. Try rolling it quickly, then slowly.



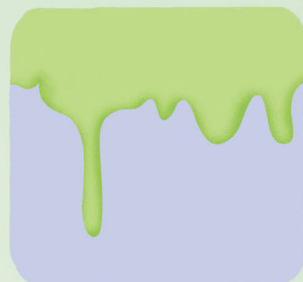
6. Try punching the mixture with your hand. Does it feel hard or soft?

7. Try to stir the mixture quickly with a wooden spoon. What happens?

Goo can act like both a solid *and* a liquid. Cornflour is made of lots of long, stringy particles. When the goo is rolled quickly or punched, the particles push back so the goo feels solid. If the goo is dribbled, the particles slide over each other so it feels like a liquid.

## 129 Make slime

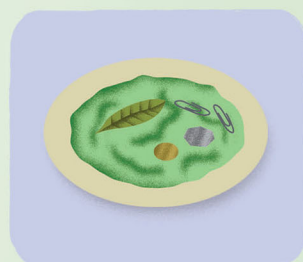
Take the goo from activity 128 (or make some more) and add another cup of water to make slime. Try stirring and rolling it. What happens?



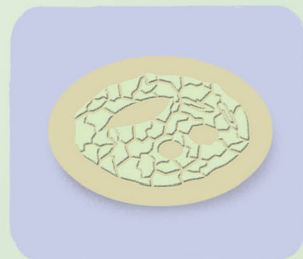
When more water is added, goo turns into a slimy liquid and loses its special nature. You can stir it, but you can't roll it into a ball.

## 130 Dry slime

1. Pour a thin layer of slime onto a plate. Gently press some objects into it, such as a coin, a paperclip and a leaf.



2. Leave the slime to dry overnight. Then, lift out the objects. What is left behind?



The water in the slime slowly evaporates – it turns into a gas and floats away in the air. Only the dry cornflour and food dye are left behind. If you leave objects in slime while it dries, you will get imprints of their shapes.





# Creating characters

Before you start writing a story, you'll need to create a main character – a 'protagonist' – and an 'antagonist', a character who gets in the way of what the protagonist wants.

Fill in the profiles below, and start thinking how you can bring your characters to life.

## Protagonist

This could be someone who's investigating a haunting, or who has witnessed some kind of terrible crime.

Name

Does he/she have any special abilities?

What are his/her distinguishing features?

Does he/she have a sidekick or any close friends?

What is his/her greatest ambition?

What is he/she afraid of?

What words best describe him/her?

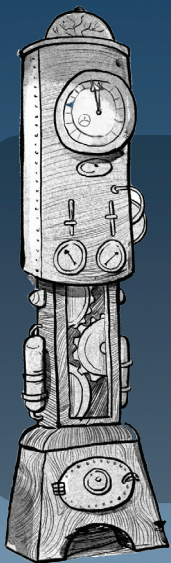
## Weak points

Give your protagonist weaknesses as well as strengths. It helps build tension in the story if there's a chance the protagonist might not succeed.

# WRITE YOUR OWN ADVENTURE GAMEBOOK

Have you ever wanted to write your OWN adventure gamebook but weren't sure where to start? Well, help is at hand! We've put together some top tips and an exciting story opener to tempt you into giving it a go...

- 🔥 Start small. Your first story is all about learning the ropes.
- 🔥 Plan out your story before you start – it will save you lots of rewriting at the end. Make sure there's plenty of action and adventure, and fun decisions for the player to make.
- 🔥 Write as if the reader is the main character, and everything is seen through their eyes. For example, write "You peer into the dark cave" instead of "Ash peered into the dark cave".
- 🔥 Your important plot points should be included on every path – otherwise the story won't make sense for everyone.
- 🔥 When different paths meet up, remember to check that the details match. For example, if one path has the player reaching the lighthouse at sunset, all the other paths to the lighthouse should end at sunset as well.
- 🔥 Finally, when you're finished, ask your friends to play it. You'll always learn something useful – and hopefully they'll have fun, too!



Deciding on a story can be really tricky, so here is an exciting opening to get you started. It's important to choose a story that excites YOU, so feel free to adapt or ignore.

On the stroke of midnight, the pumpkin in your bedroom comes to life. Slowly, it turns towards you and blows out its candle. "Trick or treat?" it says. And in the darkness, you hear it laugh.

For more inspiration, play Shadow Chaser and Curse Breaker. Stories with a difference where the hero is YOU.

