

Your pumpkin party cottage

Choose your colors. Add patterns to the flags and pumpkins.



What would you put inside for your guests?

Spot 6 party surprises

Look at picture A. Circle the 6 extra details in picture B.

A



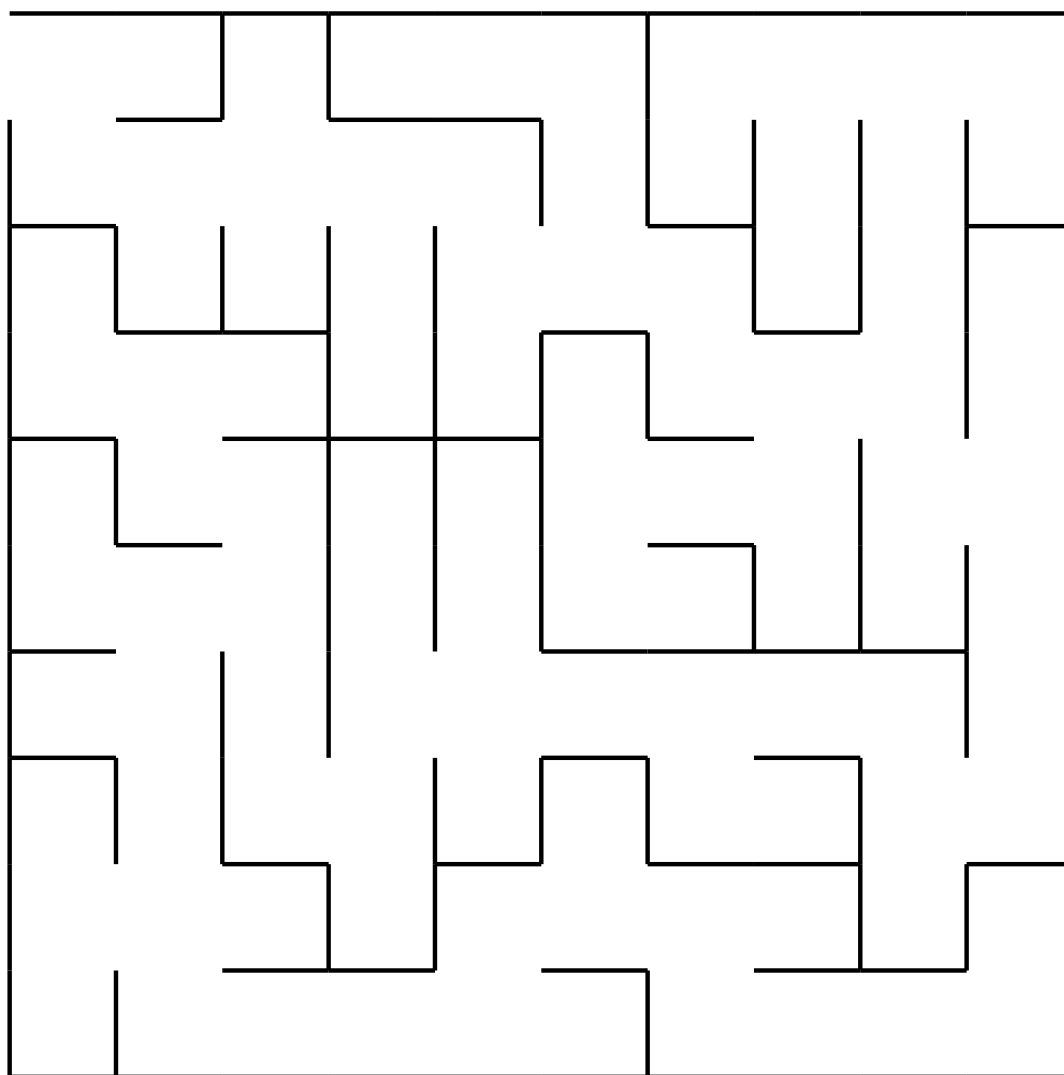
B



A way to the next adventure.

Start on the left. Follow the open path to the pumpkin cottage.

START



FINISH

THE PUMPKIN COTTAGE

Try the path with your finger, then trace it with a pencil.

A little puzzle to solve.

Read the clues with a grown-up if you need a hand.

Who brings what?

- 1. Sam brings the lantern.
- 2. Milo does not bring the hat.
- 3. Each person brings a different thing.

	LANTERN	HAT	LEAF
Milo			
Leah			
Sam			

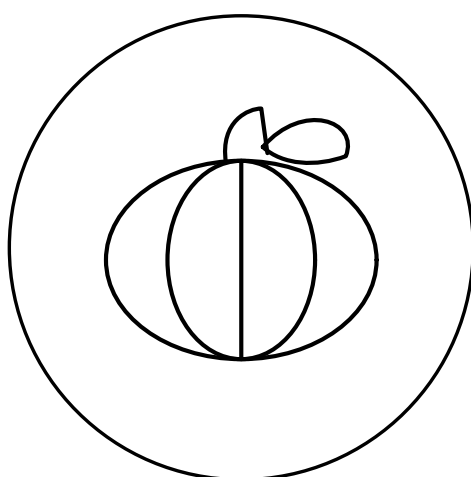
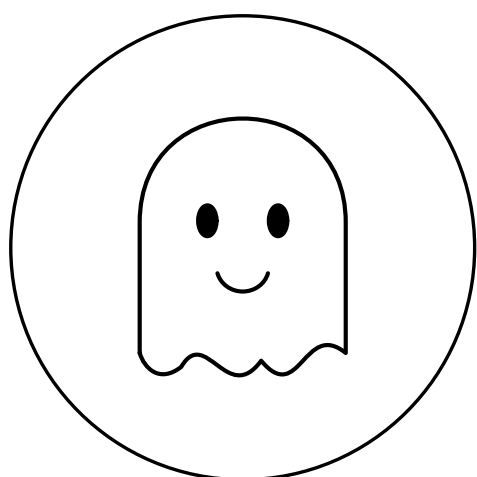
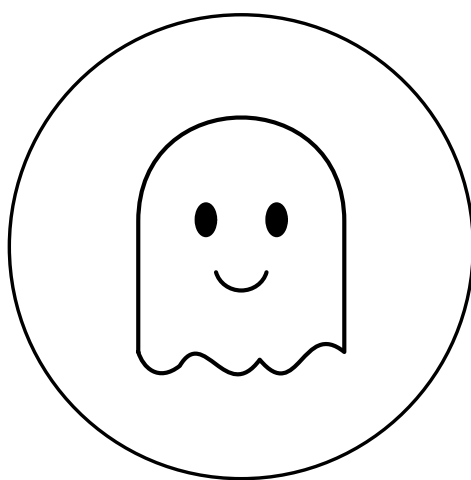
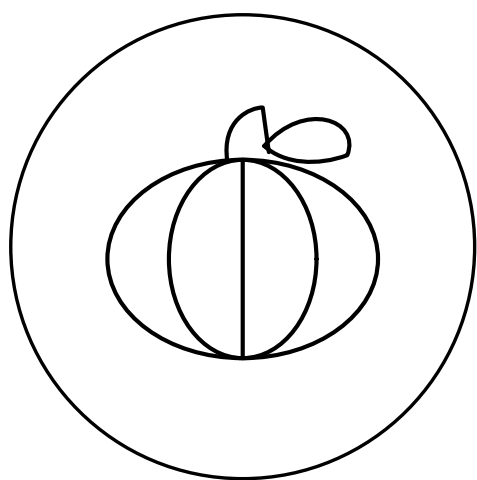
Put a check in each matching box. Put an X in the boxes you rule out.

Tell a grown-up: which clue helped you start?

Pumpkin and ghost garland.

A little paper project. Ask a grown-up to help with cutting.

Color the four decorations. Add a different face or pattern to each.



Grown-up: cut around the four circles. Tape them to a paper strip or wall.

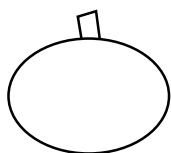
Keep decorations away from candles. Use tape, not a cord or small fasteners.

Your story starts here.

Make a three-part picture story.

MY STORY TITLE: _____

1. A ghost needs somewhere to stay...



Why does the ghost need a home?

2. You build a pumpkin house...

What special feature will you add?

3. Your guest moves in!

How does your guest say thank you?

Keep your main character in all three pictures. Add one speech bubble.

Spot 6 party surprises - answers

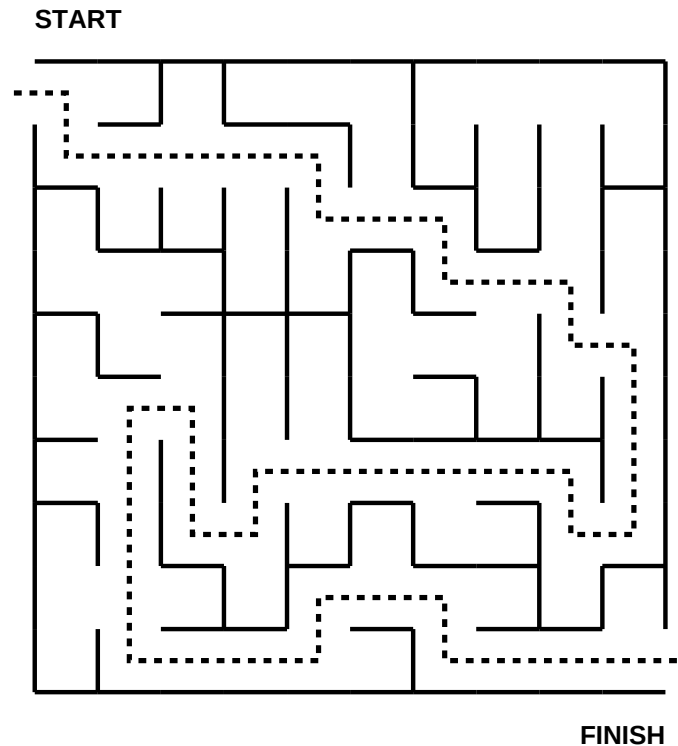
The added details are circled and numbered below.



1. A star on the left ghost
2. A circle on the second flag from the left
3. A triangle inside the right cloud
4. A star above the front door
5. A circle on the left window box
6. A triangle on the small left pumpkin

A helping hand for grown-ups.

Suggested ages 6-8. Choose a level by interest and confidence, not age alone.



Puzzle answers

Milo: leaf; Leah: hat; Sam: lantern.

Before you begin

Print pages 1-6 for your child. Keep pages 7-8 for yourself.

Bring pencils or crayons. The paper project also needs scissors for a grown-up; the postcard or flags may need tape.

Read prompts aloud as needed. Let your child draw or explain an answer instead of writing. There is no time limit.

These are play activities, not an assessment. Try one page first and stop or change level when your child wants to.