

Language: *witch, ghost, pumpkin, cat, bat, spider, numbers, What are these? They're (witches).*

Materials: 1 worksheet per student, dice, counters, pencils, colored pens/pencils

Warmer

- Write the word *Halloween* on the board. Then draw a witch and a ghost. Elicit what they are and write the words underneath.
- Explain that Halloween is on October 31 every year and that many people dress up and have a party. Encourage students to share some party ideas.

1 Read and find. Then circle and write.

- Focus the students on the picture. Pre-teach the key words for this festival — point to the objects and say *This is (a witch)*. Continue with all the objects.
- To check understanding say *Point to the (witch)*. Encourage students to point and say the word.
- Have students read the questions and circle the correct answers. Check answers as a class.

Answers: 1 witches 2 ghosts
3 pumpkins 4 They're bats 5 They're spiders. 6 They're cats.

2 Look at the picture in Activity 1. Count and write the number.

- Have students look at Activity 1. Ask *How many witches?* Elicit the answer.
- Then give students time to complete Activity 2.

- After that, students can ask and answer in pairs. Student A: *How many witches?* Student B: *Three*. Check answers as a class. You can practice spelling by asking students to say and then spell their answers.

Answers: 1 three witches 2 five ghosts
3 four pumpkins 4 eight bats 5 seven spiders 6 six cats

3 Play the game.

- Divide the class into pairs. Distribute the dice and the counters. Each student should have a sheet of paper and a pencil. Have students draw their own table on the paper. They write their names in the spaces.

Student A _____	Student B _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____

- Students take turns throwing the dice and moving their counters. If they land on a square with a Halloween object, they should write the word and the number in their table.
- The game ends when a student reaches the Finish square.
- Have students add up the numbers in their table and get the total number of points. The player with the most points wins!

Cooler

- Ask students to play in small teams with Activity 3 worksheet.
- Say a random square number.
- The students have to count the items in the square and raise their hands to tell you the number and the item. Give two points for each correct answer.