### **HUMAN BINGO:** FIND SOMEONE WHO

**Directions**: Introduce yourself to others then work together to find and initial a square that applies to them. Each person you meet can initial only **one** square on your board.

|  | FREE<br>SPACE |  |
|--|---------------|--|
|  |               |  |
|  |               |  |



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| CARVED                   | MAKES                      | LIKES         | WENT                        | WATCHED                    |
|--------------------------|----------------------------|---------------|-----------------------------|----------------------------|
| A                        | FALL                       | GOING ON      | APPLE                       | HALLOWEEN                  |
| PUMPKIN                  | DESERTS                    | HAYRIDES      | PICKING                     | MOVIE                      |
| WORE                     | BEEN TO                    | ENJOYS        | WENT TO                     | ATTENDED A                 |
| HALLOWEEN                | CORN                       | APPLE         | PUMPKIN                     | FALL                       |
| COSTUME                  | MAZE                       | CIDER         | PATCH                       | FESTIVAL                   |
| DECORATES<br>FOR<br>FALL | ENJOYS<br>PUMPKIN<br>SEEDS | FREE<br>SPACE | BEEN TO<br>HAUNTED<br>HOUSE | HAS A<br>FALL<br>TRADITION |
| ENJOYS                   | MAKES                      | ENJOYS        | LIKES                       | ATTENDED                   |
| WEARING                  | FALL                       | Making        | PUMPKIN                     | FOOTBALL                   |
| SWEATERS                 | CRAFTS                     | Bonfires      | SPICE                       | GAME                       |
| GOES ON                  | LOVES                      | VOLUNTEERS    | REALLY                      | YOU DON'T                  |
| NATURE                   | MAKING                     | During        | LIKES                       | YET KNOW                   |
| WALKS                    | S'MORES                    | Fall          | CANDY                       | VERY WELL                  |



### ROLLERCOASTER

### (YES PLEASE/NO THANK YOU)

Time: 5-10 minutes Group Size: Any Buy-In: Low

Materials Needed: None

Overview: Get everyone laughing and chatting by having participants weigh in on low-key,

fun 'controversial' topics, using body movements to voice their opinion.

### **Directions:**

- 1. This is a simple game where everyone gets to weigh-in on a variety of low-key, fun 'controversial' topics or items. You may either love the things said, or not really prefer them--there's really no wrong answer!
- 2. The facilitator will call out a number of topics or items. If the topic is something you like, you'll raise your arms up in there air as if a touchdown was just scored or you're riding on a rollercoaster -- this means, "Yes, please! I like this!"
- 3. If the facilitator calls out a topic you don't like, or it's a "No, thank you", you'll cross your arms to make a big X in front of your face.
- 4. Keep It Light: Some topics may be silly, so feel free to have fun with it!

Check out some examples below, but feel free to use your own as well!

### **FALL EDITION**

- SWEATER WEATHER
- CANDY CORN
- DAYLIGHT SAVINGS TIME
- PUMPKIN SPICE LATTES
- HALLOWEEN MOVIES
  - SPECIFICALLY SCARY
     MOVIES
- BONFIRES
- PUMPKIN PIE
- PUTTING OUT HALLOWEEN
   DECORATIONS IN SEPTEMBER
- HALLOWEEN COSTUMES ON PETS

- HAYRIDES
- APPLE PICKING
- TRICK OR TREATING AS AN ADULT
- STEPPING ON A CRUNCHY LEAF
- HAUNTED HOUSES
- CARMEL APPLE SUCKERS
- CARVING PUMPKINS
- AS A KID HAVING TO WEAR A
   JACKET OVER YOUR
   HALLOWEEN COSTUME
- BEING COVERED IN LEAVES



### ROLLERCOASTER

### (YES PLEASE/NO THANK YOU)

| LOW BUY-IN   | MEDIUM BUY-IN   | HIGH BUY-IN/SILLIEST   |
|--|---|--|
| <ul> <li>ROLLERCOASTERS</li> <li>PUDDING</li> <li>NAPS</li> <li>SNOW</li> <li>COFFEE</li> <li>PICKLES</li> <li>BAKING</li> <li>MUSICALS</li> <li>LEMON HEADS</li> <li>SNEEZING</li> <li>RUNNING</li> <li>FIREWORKS</li> <li>BUNGEE JUMPING</li> <li>EARLY MORNINGS</li> <li>CILANTRO</li> <li>CAMPING</li> <li>COCONUT WATER</li> <li>SWEET TEA</li> <li>COOKING NEW RECIPES</li> <li>BLACK COFFEE/DECAF</li> <li>VANILLA MILKSHAKES</li> <li>SALT AND VINEGAR CHIPS</li> <li>ORANGE FLAVORED STARBURST</li> </ul> | <ul> <li>SPORKS</li> <li>LARGE GROUPS OF PEOPLE SINGING HAPPY BIRTHDAY TO YOU IN PUBLIC</li> <li>STICKSHIFT/MANUAL CARS</li> <li>CLEANING FOR FUN</li> <li>SPICY FOOD</li> <li>SCARY MOVIES</li> <li>JORTS CJEAN SHORTSJ</li> <li>MAYONNAISE <ul> <li>MIRACLE WHIP (YOU CAN'T BE BOTH!)</li> <li>A GIANT SPOONFUL OF MAYONNAISE OR MIRACLE WHIP</li> </ul> </li> <li>JAZZ MUSIC</li> <li>OAT MILK</li> <li>MAGICIANS</li> <li>HOME MAKEOVER SHOWS</li> <li>THE WORD "MOIST"</li> <li>THE FAST FOOD RESTAURANT ARBY'S</li> <li>HOT TUBS</li> <li>KNEE SOCKS</li> <li>TAKING OFF SHOES ON AN AIRPLANE</li> <li>TRUE CRIME PODCASTS</li> <li>NOT GETTING CHARGED EXTRA FOR GUAC AT CHIPOTLE</li> </ul> | <ul> <li>DIE HARD AS A CHRISTMAS MOVIE (ONLY FOR AAS)</li> <li>CHILIS AS A RESTAURANT</li> <li>SOCKS AND SANDALS</li> <li>TEXT RESPONSES OF "K"</li> <li>CROCS</li> <li>CROCS WITH SOCKS</li> <li>NICKELBACK</li> <li>SEASON FINALE OF GAME OF THRONES</li> <li>WHEN SOMEONE SAYS, "SOUNDS LIKE A CASE OF THE MONDAYS"</li> <li>RINGO STAR AS A SOLO ARTIST</li> <li>THE FAST AND THE FURIOUS FRANCHISE</li> <li>SHOES ON DOGS</li> <li>THE MOVIE LOVE ACTUALLY</li> <li>TRAY TABLES</li> <li>SOCIAL MEDIA INFLUENCERS</li> <li>GUY FIARRI</li> <li>PEOPLE WHO SAY, "THIS GUY" WHEN SOMEONE WALKS INTO A ROOM</li> </ul> |



### **WALK AROUND GHOUL**

Time: 10-15 minutes

**Group Size:** Medium/Large **Buy-In:** Low/Medium

Materials Needed: None

Overview: Gets people moving and encourages new partnerships!

### **Directions**

- 1. Form a circle and ask five volunteers to join you in the center to help demonstrate
- 2. Start by saying, "This game is called Walk Around Ghoul. When I say Walk Around Ghoul, you'll walk throughout the room in a spooky way until I call out one of five actions. When you hear me call out an action, you'll quickly find a group to form the action. Keep that formation until I say Walk Around Ghoul again."
- 3. Ask your five volunteers to show off their best spooky walks for Walk Around Ghoul. Join them and show some fun, silly ways to walk around, such as being stiff like a zombie or wiggling your arms in the air like you're a ghost. Encourage everyone to get creative and do their own spooky walk.
- 4. Have your volunteers continue Walking Around Ghoul while you explain the five actions. "As you Walk Around Ghoul, I'll call out one of five actions. You'll need to form that action with the right number of people as fast as you can!"
- 5. Call out each action and have your volunteers demonstrate what it looks like.
  - Zombie (5) Five people in a row with their arms stretched straight out in front of them like zombies.
  - Pumpkin (4) Four people link arms to form a circle.
  - Haunted House (3) Two people form the roof by standing facing each other and touching hands up in the air to make a triangle shape with their arms, and one person crouches underneath the roof shape.
  - Spider (2) Two people stand back to back, wiggling their arms and legs out in the air.
  - Werewolf (1) Every person stops, raises their hands around their mouths, and howls at the moon.

**Note:** It is helpful to have the entire group participate in a couple of practice rounds so that people can get the hang of the game.

**Rules:** If you'd like to play competitively, which is optional, a person or group is out if:

- They're part of the **last group** to form the action.
- Their group has the wrong number of people (too little or too many) or forms the wrong action (for example, if you only have 3 people in a group for 'Pumpkin' instead of 4).
- You did not find a group



### **GROUP CHARADES**

**Time:** 10-15 minutes **Group Size:** Medium

Buy-In: High

Materials Needed: Charades Prompts

Overview: Get a low-energy group moving and have fun!

### **Directions**

1. Set up five chairs side-by-side on one side of the room.

- 2. Divide the group into two teams and give them Time to come up with a team name and a team chant.
- 3. Tell each team to pick two players (one if the teams are small) and send them to the front. Ask the team members to take a seat on each of the two outside chairs.
- 4. Explain that the groups will be playing competitive charades, but instead of ONE person acting out the prompts, the whole TEAM will act them out.
- 5. The seated players will be the guessers.
- 6. You will stand in the middle and hold up prompts to the actors.
- 7. Tell teams to cheer when they correctly guess the prompt exactly as written.
- 8. For each correct guess, tally a team point, or just play for fun!

### Rules

- Guessers cannot look at the prompt.
- No words.
- No mouthing words.

### **Variations**

- Change up your charade items.
- Switch guessers after a few rounds
- Low Movement: Everyone remains seated in a circle. Select two or three participants to guess, have them close their eyes, show everyone else a prompt, then everyone acts out the prompt from their own seat while the participants see who can guess correctly first.





### SCARE







# CORN MAZE



## COSTUME





## GHOST







### SOURCES



## SCARY



### APP































