

Scottish Halloween Word Search

Find 16 Halloween words hidden in the grid.



AGES
7-11

Name _____

Class _____

Date _____

How to play: words go **across** (left to right), **down**, or **diagonally down** to the right. Two-word answers have no gap in the grid. Tick each word when you find it!


☐ Guising

☐ Neep Lantern

☐ Samhain

☐ Dooking

☐ Treacle Scones

☐ Bonfire

☐ Turnip

☐ Costume

☐ Harvest

☐ Pumpkin

☐ Apples

☐ Moonlight

☐ Cauldron

☐ Broomstick

☐ Owl

☐ Bat

Guising is the Scottish way to go door to door at Halloween. You dress up and do a "turn", like a joke or a song, to earn a treat.

Neep lanterns are lanterns carved from turnips. In Scotland, people carved neeps long before pumpkins were used.

Dooking for apples means trying to catch an apple floating in water, using only your teeth!

Treacle scones hang on a string in a messy party game. Try to take a bite with no hands!

Spooky Maths Code-Breaker

Solve the sums to crack two Halloween jokes.



AGES
7-11

Name _____

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How to play: work out each sum and write the answer in its box. Then find that number under the joke boxes and write the sum's **letter** above it.

S

$48 - 19 =$

A

$7 \times 6 =$

N

$25 + 38 =$

D

$72 \div 8 =$

W

$100 - 45 =$

I

$9 \times 8 =$

T

$36 + 47 =$

C

$56 \div 4 =$

H

$6 \times 6 =$

B

$90 \div 5 =$

O

$120 - 74 =$

E

$8 \times 3 =$

R

$64 + 27 =$

Y

$45 \div 9 =$

P

$11 \times 7 =$

Joke 1

What do you call a witch at the beach?

42

29

42

63

9

—

55

72

83

14

36

!

Joke 2

What is a ghost's favourite pudding?

18

46

46

—

18

24

91

91

5

77

72

24

!

Bonus: make your own code

Write a sum for each letter of the word BAT. Swap with a partner and crack each other's code!

B

A

T



Myth or Fact? Where Halloween Came From

Halloween started in Scotland and Ireland, long before pumpkins and plastic masks.



AGES
11-14

Name _____

Class _____

Date _____

Read each sentence. Tick **MYTH** if it is untrue or **FACT** if it is true. Then answer the two questions at the bottom. Sources are listed at the end so you can check our facts.

1	Halloween grew partly out of Samhain, an old Celtic festival that marked the end of the harvest and the start of winter.	☐ MYTH	☐ FACT
2	Halloween was invented in America about 100 years ago.	☐ MYTH	☐ FACT
3	The word "Halloween" comes from "All Hallows' Eve", the evening before All Saints' Day on 1 November.	☐ MYTH	☐ FACT
4	The very first Halloween lanterns were carved from pumpkins.	☐ MYTH	☐ FACT
5	Guisers were expected to do a "turn", like telling a joke or singing a song, to earn their treat.	☐ MYTH	☐ FACT
6	Samhain celebrations began on the evening before 1 November.	☐ MYTH	☐ FACT
7	At Samhain, people lit bonfires on hilltops.	☐ MYTH	☐ FACT
8	All Saints' Day has always been held on 1 November.	☐ MYTH	☐ FACT
9	In Scotland, a black cat can be a sign of good luck.	☐ MYTH	☐ FACT
10	Using pumpkins as Halloween lanterns caught on in North America.	☐ MYTH	☐ FACT

Explain it

11. Why did people wear masks and disguises at Samhain?

12. What is "dooking" for apples?

Sources

1. Encyclopædia Britannica, "Halloween" – [britannica.com/topic/Halloween](https://www.britannica.com/topic/Halloween) (accessed 21 October 2026).
2. Historic Environment Scotland blog, "Samhainn and the Scottish traditions of Hallowe'en" (2023) – blog.historicenvironment.scot.
3. National Museum of Ireland, "Ghost turnips, the púca, fortune-telling... how our ancestors inspire our Hallowe'en" (2023) – [museum.ie](https://www.museum.ie).

Pumpkin Patch Maths

Money, percentages, ratio and area at a Halloween pumpkin farm.



AGES
11-14

Name _____

Class _____

Date _____

Calculators allowed. Show your working in the grid under each question. Give money answers to the nearest penny.

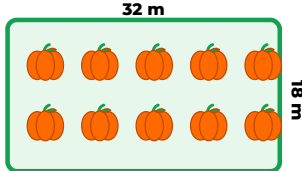
Pumpkin prices

Small pumpkin	£1.85
Medium pumpkin	£2.60
Large pumpkin	£4.35
Giant pumpkin	£7.90

Lantern extras

LED tea lights, pack of 6	£3.30
LED tea lights, pack of 24	£11.76
Carving kit	£4.75
Saturday deal	20% off giants

- A family buys 3 small pumpkins and 2 medium pumpkins. (a) How much do they spend? (b) How much change do they get from a £20 note?
- Using the Saturday deal, how much does a giant pumpkin cost on a Saturday?
- A class has a budget of £60. It buys 12 medium pumpkins, 2 packs of 6 LED tea lights and 2 carving kits. (a) Find the total cost. (b) How much of the budget is left? (c) How many **small** pumpkins could the class buy with the money left?
- The pumpkin patch is a rectangle 32 m long and 18 m wide. (a) Find its area. (b) Each pumpkin plant needs 4 m². How many plants fit? (c) Each plant grows 2.5 pumpkins on average. How many pumpkins is that?


- The farm's 360 pumpkins are orange, white and green in the ratio 6 : 2 : 1. How many of each colour are there?
- Last year 1,250 people visited the farm. This year 1,450 visited. Find the percentage increase.
- A round pumpkin is 28 cm across. Using $\pi = 3.14$, find the distance around its middle (its circumference).
- Growing the 360 pumpkins cost the farm £450. It sells 85% of them for £2.60 each. (a) How many does it sell? (b) How much money comes in? (c) Find the profit. (d) Write the profit as a percentage of the cost, to 1 decimal place.
- Which pack of LED tea lights is better value? Show the cost of **one** tea light in each pack.

The Night the Neep Lantern Moved

Plan a story about a neep lantern that comes to life. Make it magical, funny or mysterious, not scary!



AGES
7-11

Name _____

Class _____

Date _____

Story starter: It was Halloween night. The neep lantern sat glowing on the windowsill... until it **blinked**. Plan your story in the boxes, then write it out in full.

1. Setting

Where and when is your story? A kitchen, a village street, a farm? What can you see, hear and smell?

2. Characters

Who finds the lantern? Make up a name. What does the lantern look like, and how does it talk?

3. Beginning

How does the story start? What is the first strange thing that happens?

4. The problem

What goes wrong? Is the lantern lost, stuck, or looking for someone?

5. Middle

What do the characters do? Where do they go together on Halloween night?

6. Ending

How is the problem solved? How does everyone feel at the end of the night?

Word bank

Tick the words you use!

flickering

glowing

golden

crisp

frosty

rustling

crunching

whispering

giggling

tiptoed

wobbled

rolled

peeked

shimmered

mysterious

curious

cheeky

friendly

misty

moonlit

starry

cosy

swirling

twinkling

suddenly

silently

bravely

at the stroke of midnight

Super sentence: write your best opening line here, using one word from the word bank.

Safe Guising Checklist

Tick each one off with your grown-up before you go out guising.



AGES
7-11

Name _____

Class _____

Date _____

Guising tip: the best guisers are safe, polite and have a joke ready! Read each rule, talk about it, then tick the box.

☐ Go with a **grown-up** you trust, and stay together all the time.

☐ Agree your **route** and the **time** you will be home before you set off.

☐ Wear something **bright or reflective**, and carry a torch or glow stick.

☐ Stay on the **pavement**. Cross at safe crossings: **stop, look and listen**.

☐ Pick a costume you can **walk** in and **see** out of. Face paint is safer than a mask.

☐ Only visit **houses you know** or ones your grown-up says are OK.

☐ Stay on the doorstep. **Never go inside** someone's house.

☐ See a **"No trick or treat"** sign or a dark house? Walk on politely.

☐ Have an **allergy**? Let a grown-up check every sweet before you eat it.

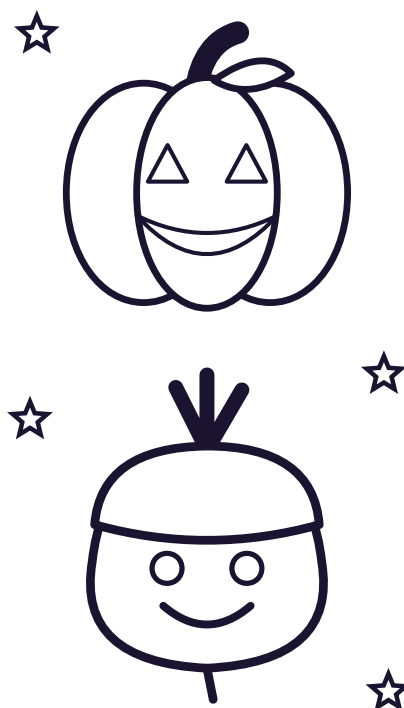
☐ Keep treats **wrapped** until you get home. Throw away any open ones.

☐ Use **LED lights**, not candles, in your lantern and keep away from flames.

☐ Do your **turn** (a joke, poem or song) and remember to say **thank you!**

Colour me in!

Colour the pumpkin and the neep lantern for your window.



My guising joke: _____

My grown-up's signature: _____

Home by: _____

Answer Key

Sheets 1 to 4 · for teachers and helpers



AGES
KEY

1. Word search



Guising: row 6, column 14, going down

Neep Lantern: row 2, column 4, going across

Samhain: row 14, column 3, going across

Dooking: row 7, column 5, going diagonally

Treacle Scones: row 1, column 1, going diagonally

Bonfire: row 1, column 3, going across

Turnip: row 7, column 8, going across

Costume: row 5, column 6, going across

Harvest: row 13, column 1, going across

Pumpkin: row 7, column 4, going diagonally

Apples: row 3, column 6, going across

Moonlight: row 6, column 1, going down

Cauldron: row 6, column 3, going across

Broomstick: row 5, column 1, going diagonally

Owl: row 11, column 2, going across

Bat: row 7, column 6, going diagonally

2. Spooky maths code-breaker

S: $48 - 19 = 29$

A: $7 \times 6 = 42$

N: $25 + 38 = 63$

D: $72 \div 8 = 9$

W: $100 - 45 = 55$

I: $9 \times 8 = 72$

T: $36 + 47 = 83$

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H: $6 \times 6 = 36$

B: $90 \div 5 = 18$

O: $120 - 74 = 46$

E: $8 \times 3 = 24$

R: $64 + 27 = 91$

Y: $45 \div 9 = 5$

P: $11 \times 7 = 77$

What do you call a witch at the beach?

A S A N D - W I T C H !
42 29 42 63 9 55 72 83 14 36

What is a ghost's favourite pudding?

B O O - B E R R Y P I E !
18 46 46 18 24 91 91 5 77 72 24

Answer Key

Sheets 3 to 6 · for teachers and helpers

AGES
KEY

3. Myth or fact?

- 1 **FACT** Samhain marked the end of the harvest and the start of the dark half of the year. [1, 2]
- 2 **MYTH** Its roots are in the Celtic festival of Samhain, over 1,000 years ago. Immigrants, including many from Ireland, took the customs to North America in the 1800s. [1]
- 3 **FACT** "Hallow" is an old word for a saint, and "e'en" is short for evening. [1, 2]
- 4 **MYTH** In Scotland and Ireland, lanterns were carved from turnips (neeps or tumshies). Pumpkins came later. [2, 3]
- 5 **FACT** Guising is the original form of trick or treating: you entertain, then you get a treat. [2, 3]
- 6 **FACT** Like many old festivals, the main celebrations took place on the night before, 31 October. [2, 3]
- 7 **FACT** Fires brought light as the nights grew long, and were used to relight hearth fires for winter. [1]
- 8 **MYTH** It was first held on 13 May and was moved to 1 November in the 700s. [1, 2]
- 9 **FACT** In Scotland and Japan, a black cat can stand for good fortune. [1]
- 10 **FACT** Immigrants took Halloween to North America, where carved pumpkins became the usual lantern instead of turnips. [1, 3]
- 11 To hide from, or blend in with, the spirits people believed roamed that night (so they would not be recognised). [1]
- 12 A game (called bobbing for apples elsewhere) where apples float in a tub of water and you try to catch one with your teeth, without using your hands. [1]

Sources: [1] Encyclopædia Britannica, "Halloween" – [britannica.com/topic/Halloween](https://www.britannica.com/topic/Halloween) (accessed 21 October 2026). [2] Historic Environment Scotland blog, "Samhainn and the Scottish traditions of Hallowe'en" (2023) – blog.historicenvironment.scot. [3] National Museum of Ireland, "Ghost turnips, the púca, fortune-telling... how our ancestors inspire our Hallowe'en" (2023) – [museum.ie](https://www.museum.ie).

4. Pumpkin patch maths

- 1 (a) $3 \times £1.85 + 2 \times £2.60 = £5.55 + £5.20 = \text{£10.75}$ (b) $£20 - £10.75 = \text{£9.25}$
- 2 80% of £7.90 = $0.8 \times 7.90 = \text{£6.32}$
- 3 (a) $12 \times £2.60 = £31.20$; $2 \times £3.30 = £6.60$; $2 \times £4.75 = £9.50$; total **£47.30** (b) **£12.70** (c) $£12.70 \div £1.85 = 6.86...$ so **6 small pumpkins**
- 4 (a) $32 \times 18 = \text{576 m}^2$ (b) $576 \div 4 = \text{144 plants}$ (c) $144 \times 2.5 = \text{360 pumpkins}$
- 5 $6 + 2 + 1 = 9$ parts; $360 \div 9 = 40$. **240 orange, 80 white, 40 green**
- 6 Increase 200; $200 \div 1,250 \times 100 = \text{16\%}$
- 7 $3.14 \times 28 = \text{87.92 cm}$ (about 87.9 cm)
- 8 (a) 85% of 360 = **306** (b) $306 \times £2.60 = \text{£795.60}$ (c) $£795.60 - £450 = \text{£345.60}$ (d) $345.60 \div 450 \times 100 = \text{76.8\%}$
- 9 Pack of 6: $£3.30 \div 6 = \text{55p}$ each. Pack of 24: $£11.76 \div 24 = \text{49p}$ each. **The pack of 24 is better value.**

Teacher notes: sheets 5 and 6

5. Story planner – success criteria

- Clear setting using at least two senses.
- A made-up character with a name and one feeling.
- A problem, a middle and an ending that solves it.
- Three or more word-bank words, used correctly.

6. Safe guising – talking points

- Why must a grown-up know your route and home time?
- How can drivers see you on a dark evening?
- Why walk on politely past a "No trick or treat" sign?