





Puppet Poke
Spooky Shape Review

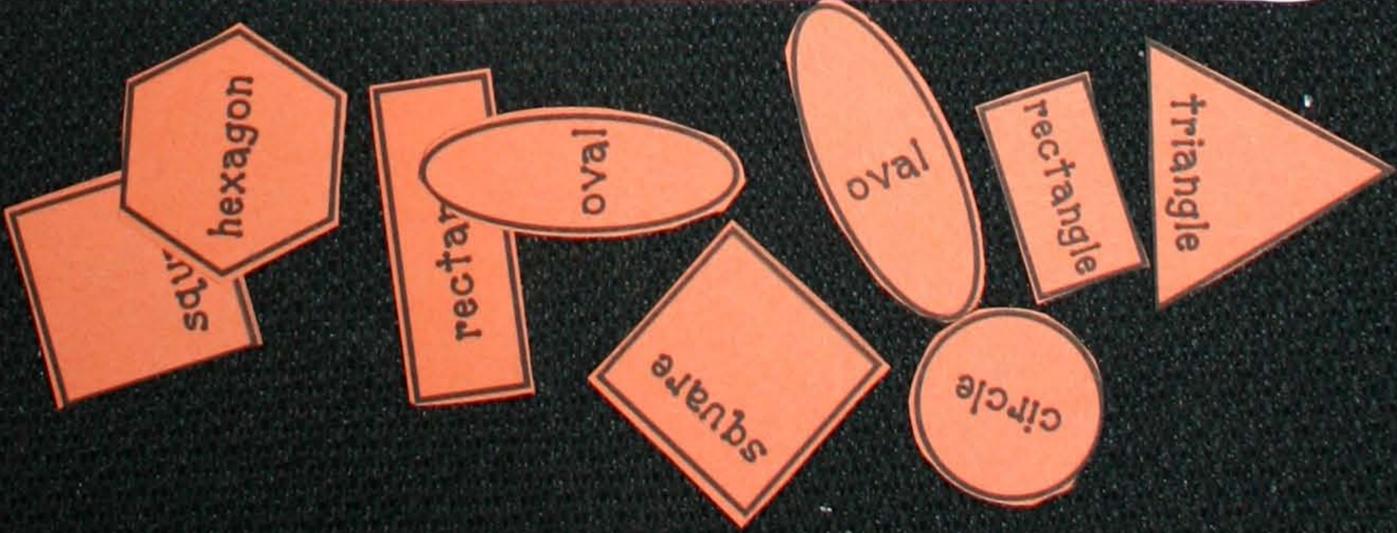
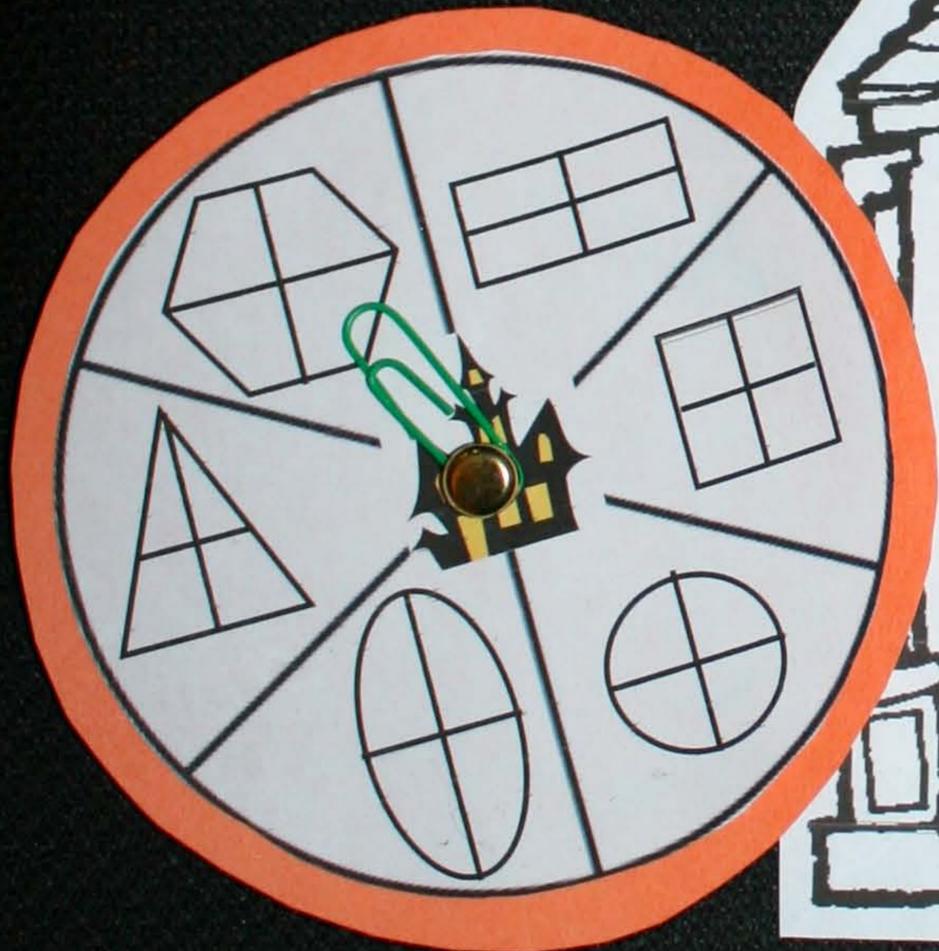


Print, laminate and cut out the windows. Teacher pokes a white ghost (Popsicle stick) through a window or simply has the ghost peek through the window. Students call out the shape. You can also make a ghost finger puppet by cutting off a "finger" of a white glove, and gluing on 2 wiggly eyes.



Spooky Windows

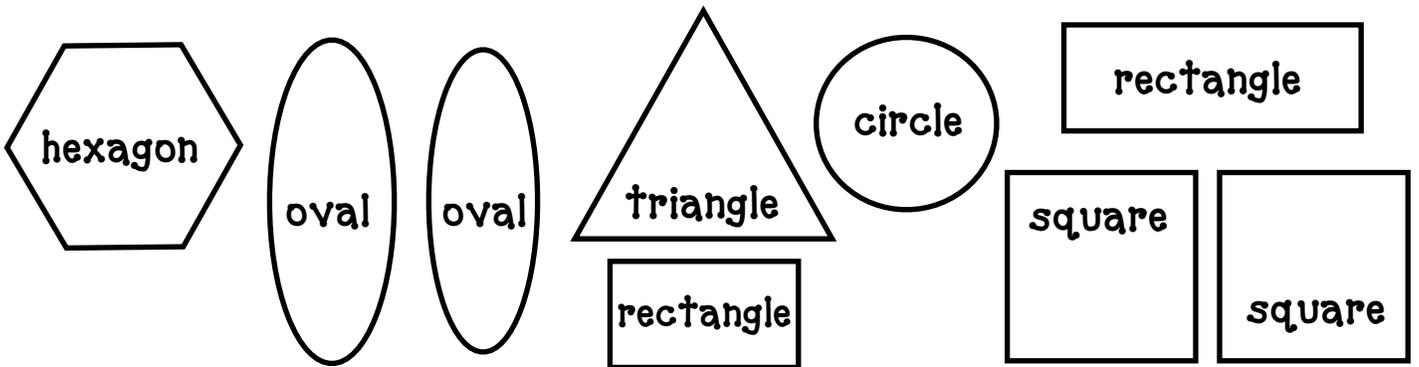
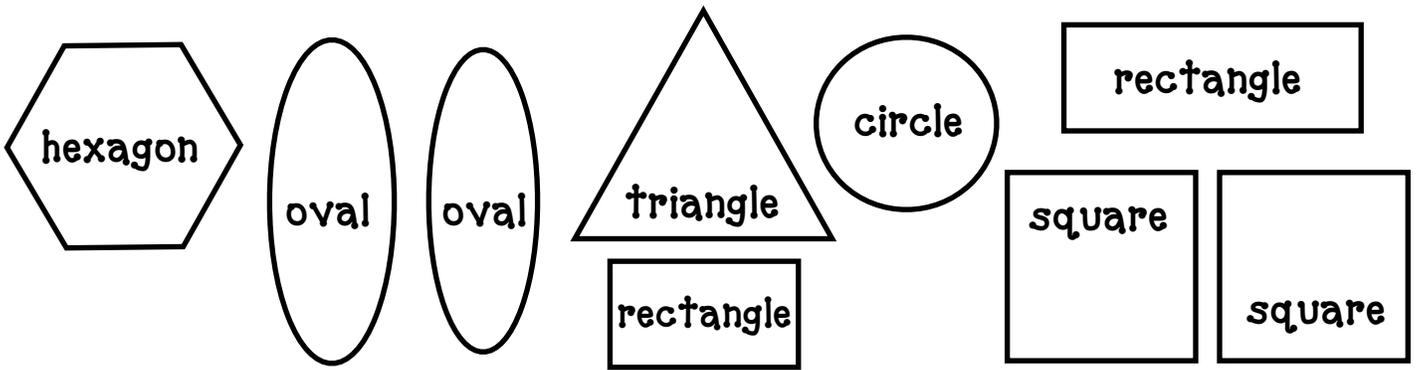
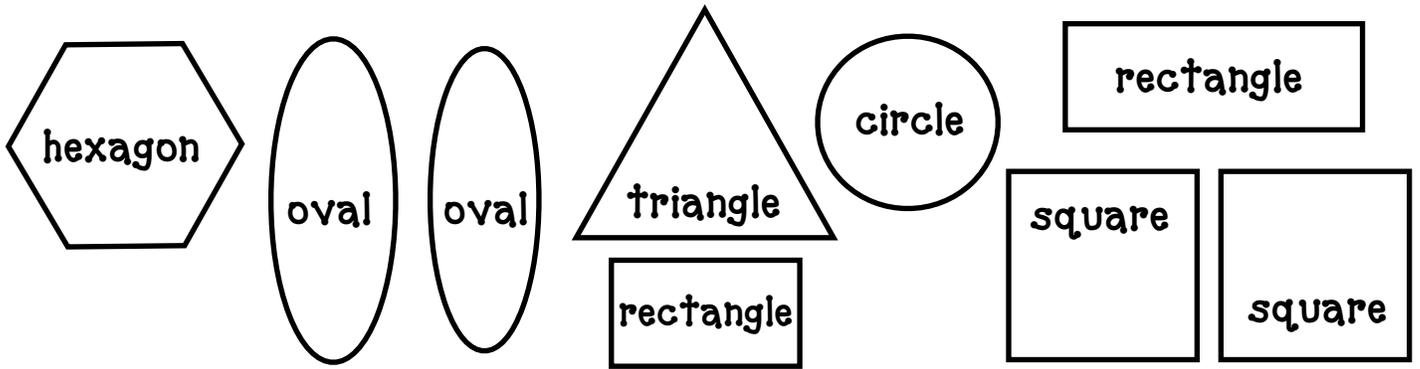
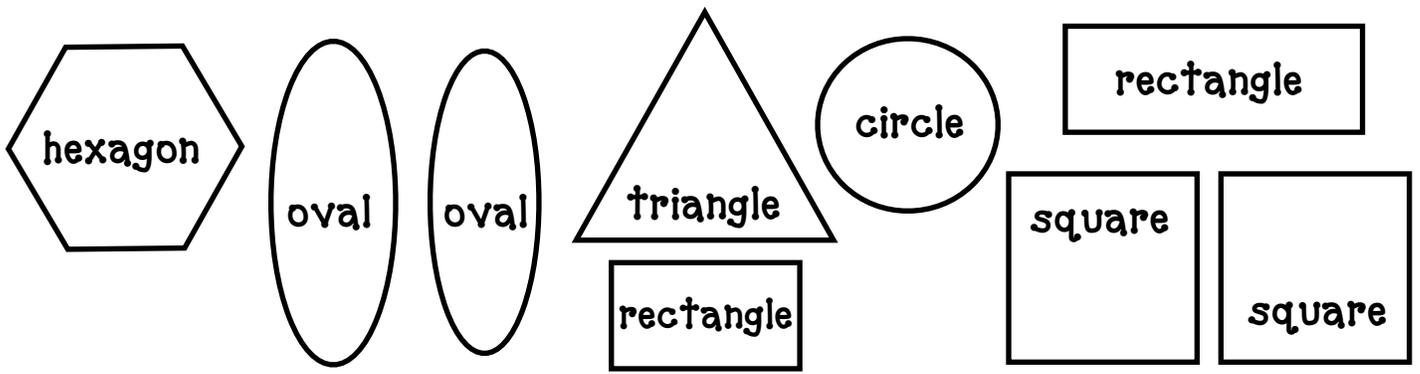
Place the shapes onto their matching windows.



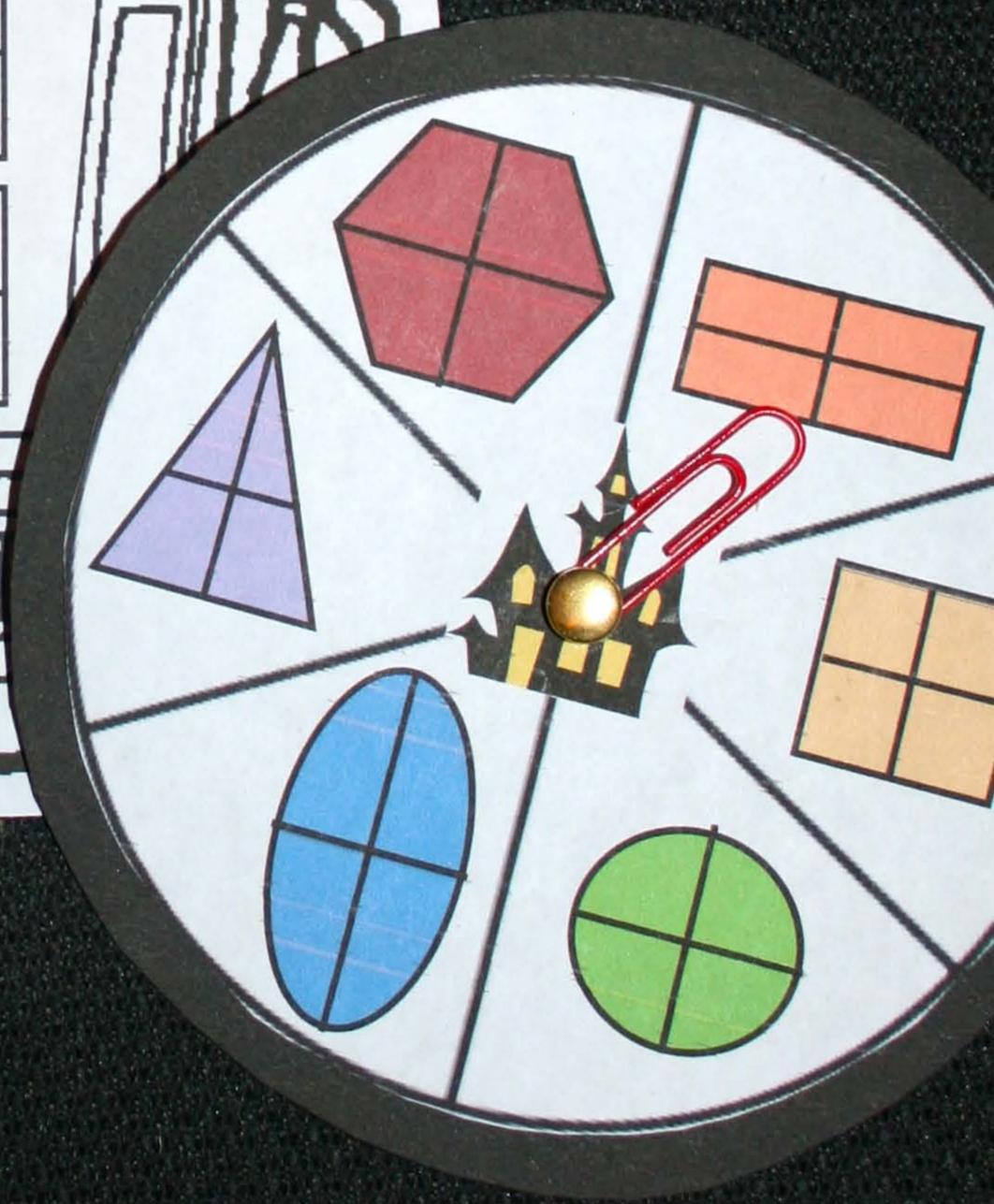


Spooky Windows

Place the shapes onto their matching windows.



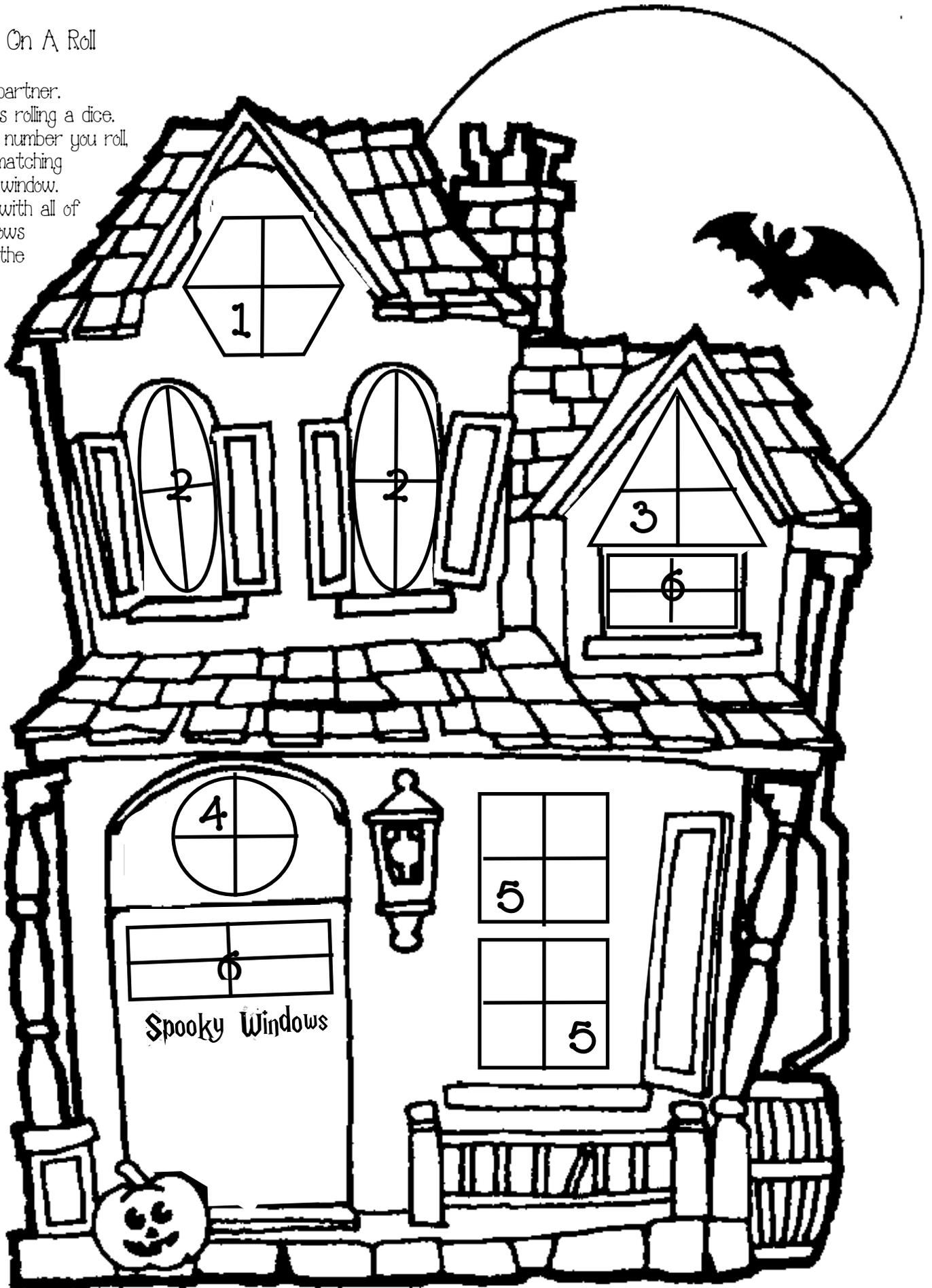
Print on a variety of colors of construction paper. (This will help with sorting if pieces fall on the floor, while children are playing.) Laminate and trim. Keep each set in its own Ziplock Snack Baggie and attach with a paperclip to one of the Spooky Windows haunted house mats. Children place the cut out shape to the matching spooky window. You can also play this as a game. Children choose a partner and spin the spooky shape spinner. Whatever shape they land on, they say the name and place that shape on their haunted house. The 1st one to get all of their shapes on to the house is the winner.

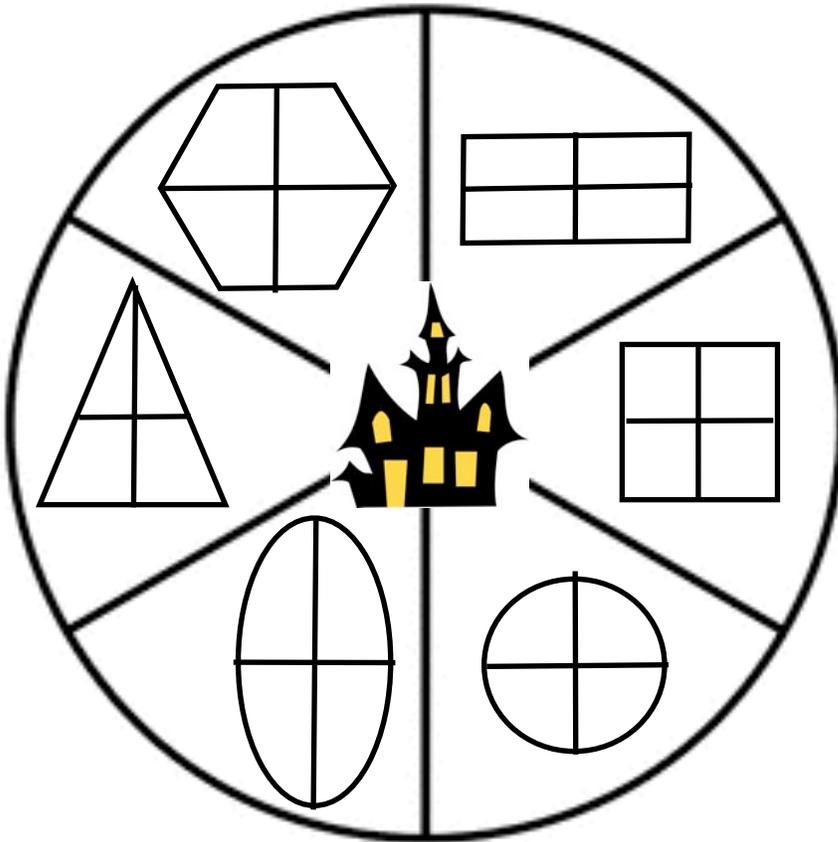


Spooky Windows

Windows On A Roll

Choose a partner.
Take turns rolling a dice.
Whatever number you roll,
color in 1 matching
numbered window.
The 1st 1 with all of
their windows
filled in is the
winner.
Color your
house.



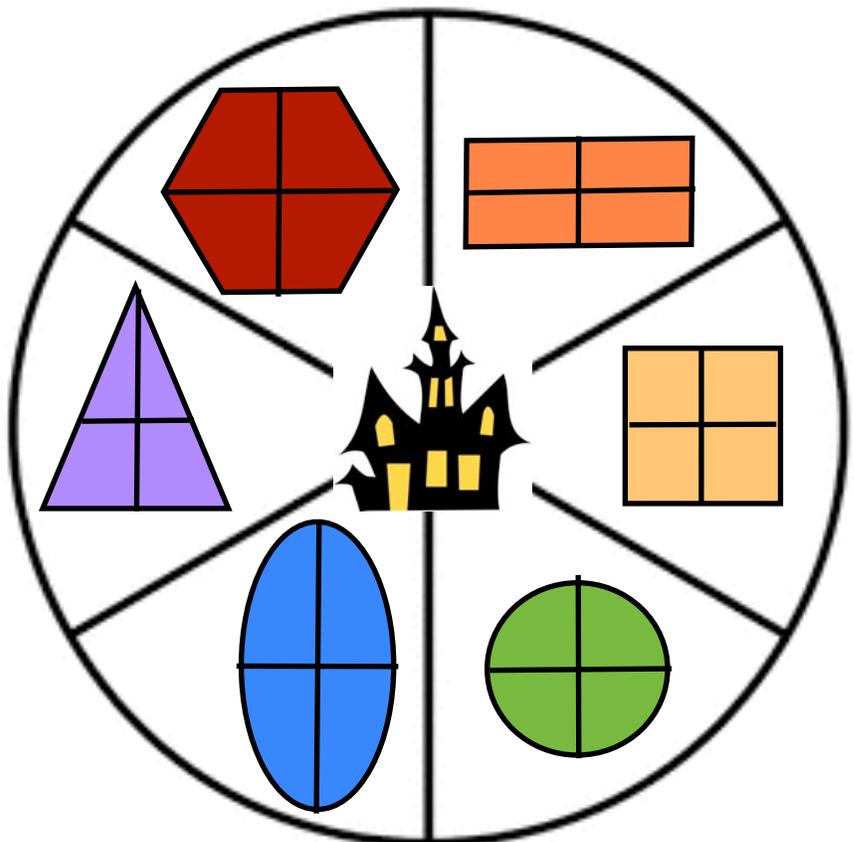


Spooky Windows
spinner game.

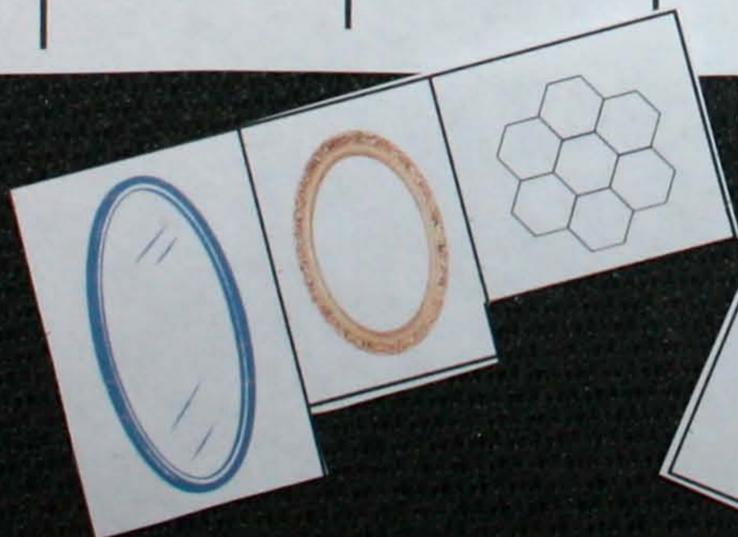
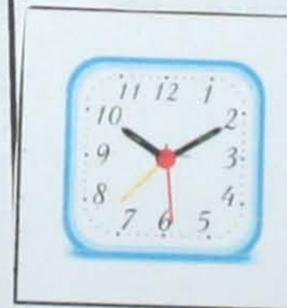
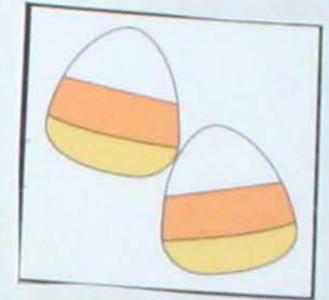
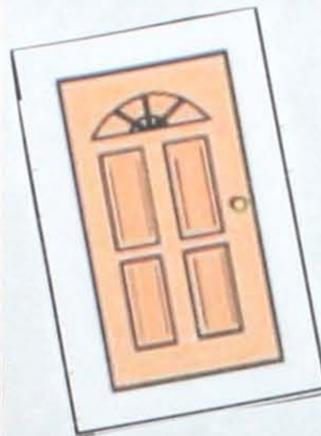
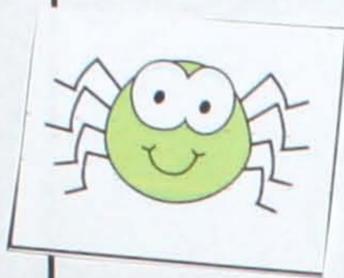
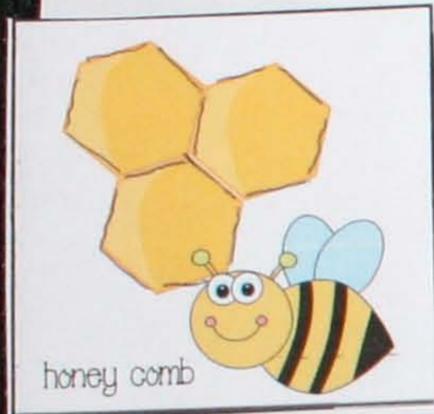
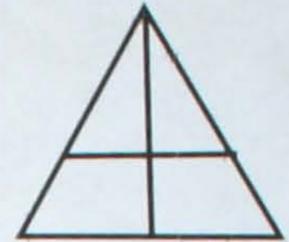
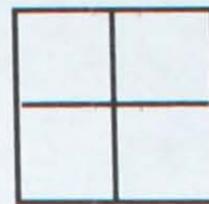
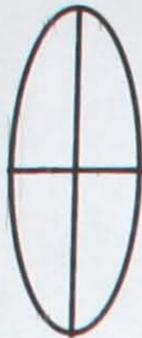
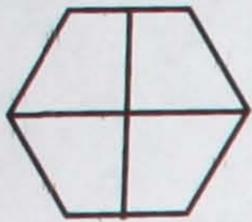
Use the color spinner if you
want students to practice
their colors as well.

Whatever shape they land
on they color the matching
window on their haunted
house that color.

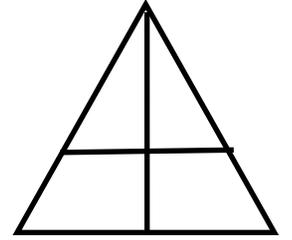
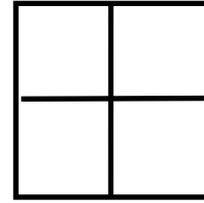
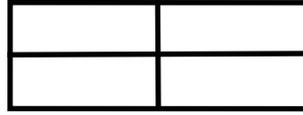
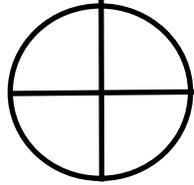
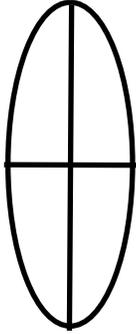
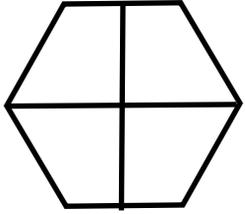
Print, laminate & trim.
Poke a hole in the center
and insert a brass brad
and then attach a paperclip
so students can spin it.



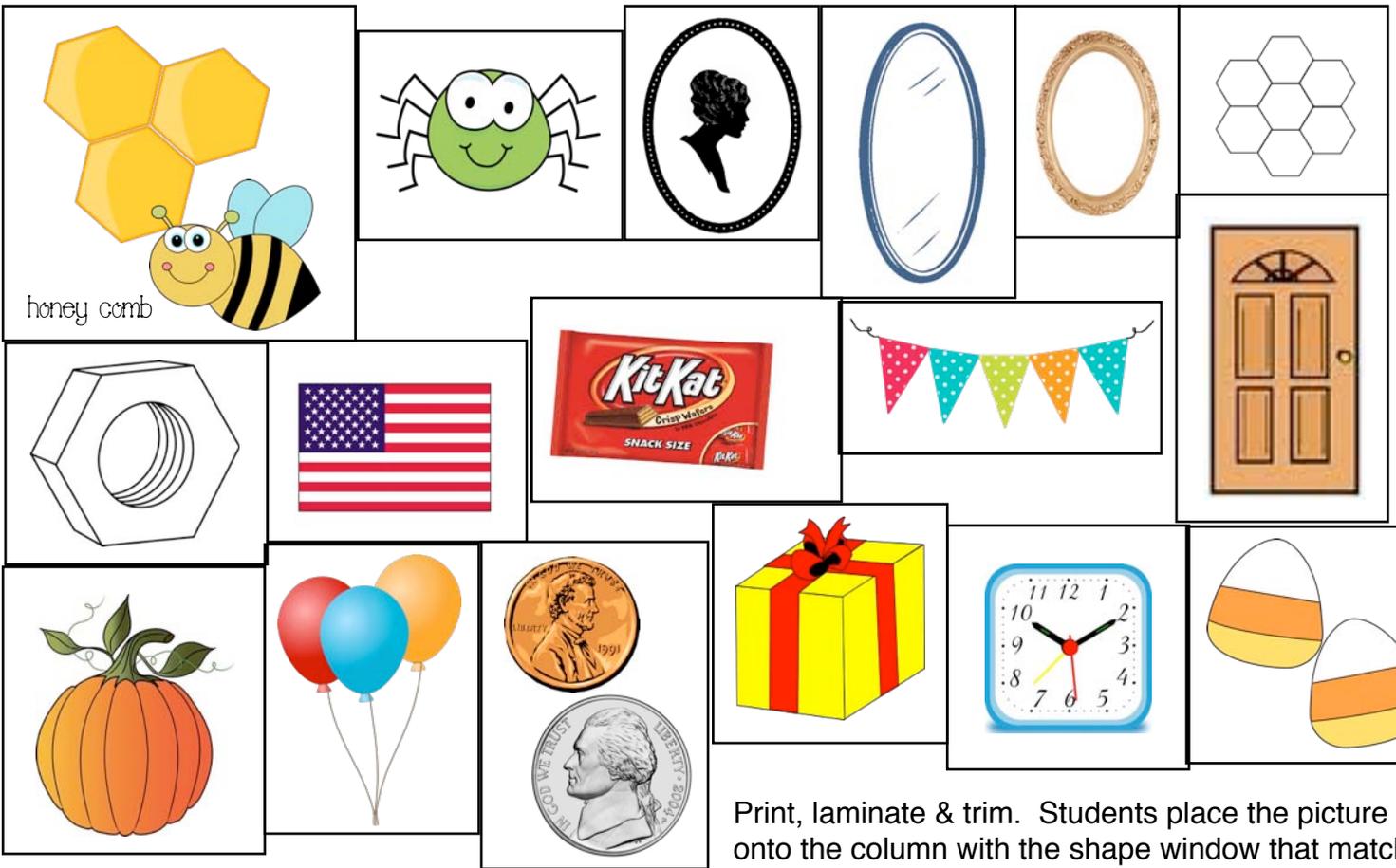
What's behind my window?



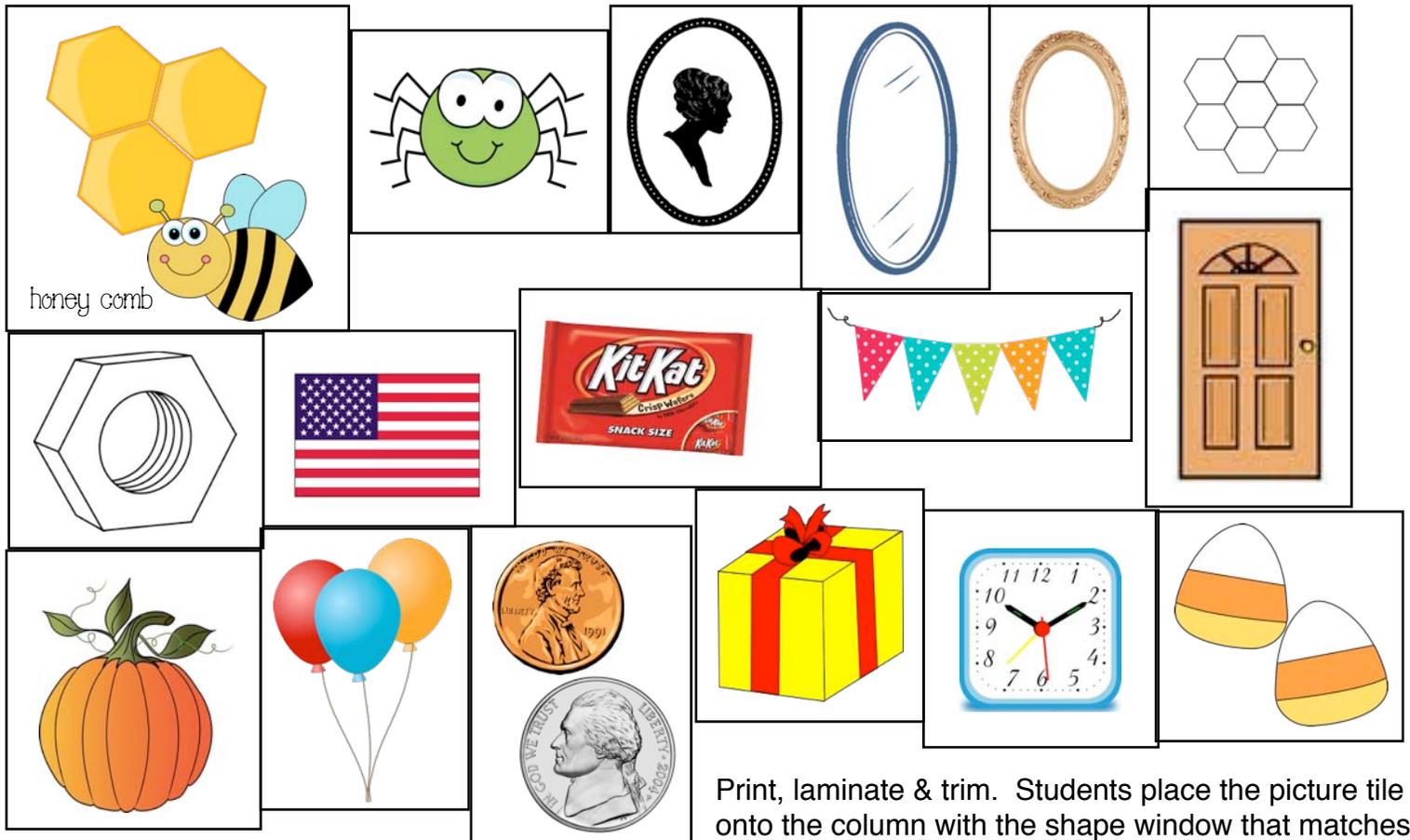
What's behind my window?



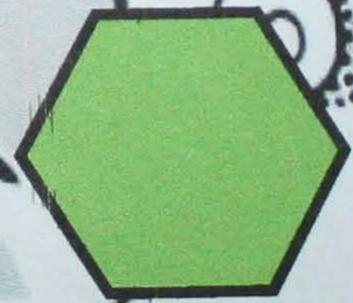
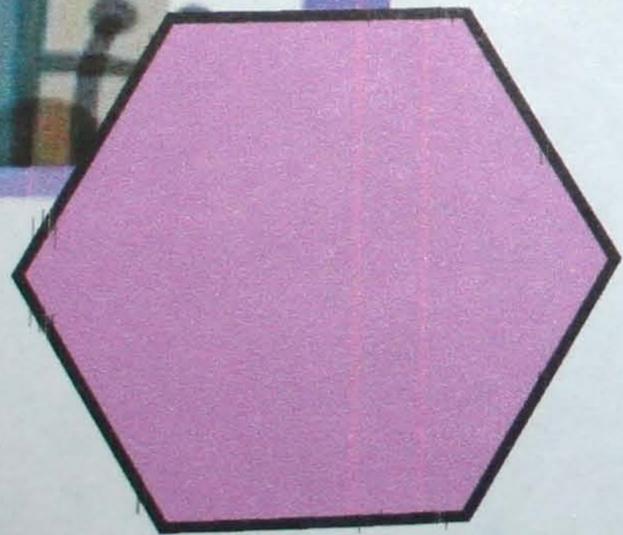
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Print, laminate & trim. Students place the picture tile onto the column with the shape window that matches it.



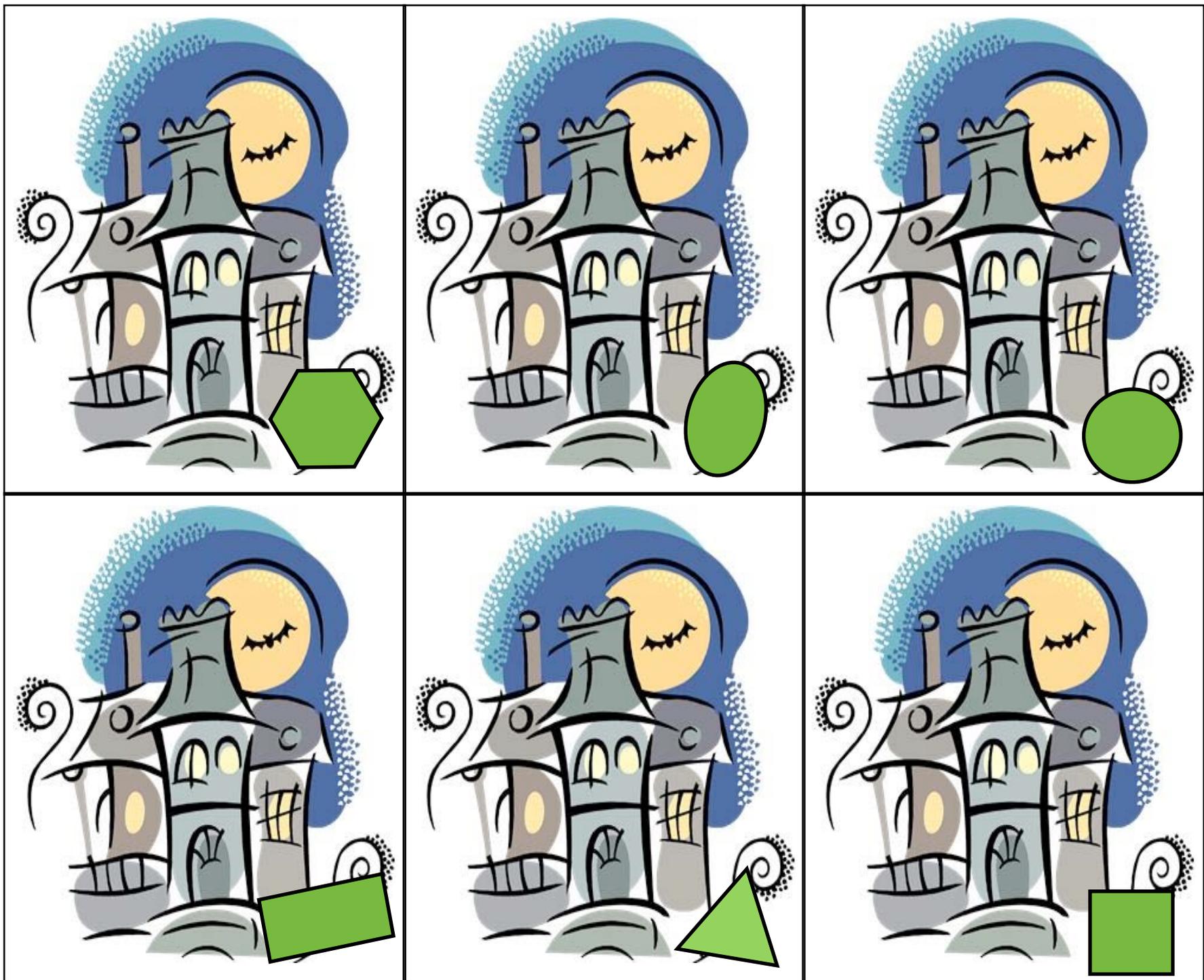
Print, laminate & trim. Students place the picture tile onto the column with the shape window that matches it.



hexagon



Print, laminate & trim. Play Memory Match or "I have; Who has?" games. You could also use as flashcards.



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