

Your pumpkin party cottage

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



What would you put inside for your guests?

Spot 3 party surprises

Look at picture A. Circle the 3 extra details in picture B.

A



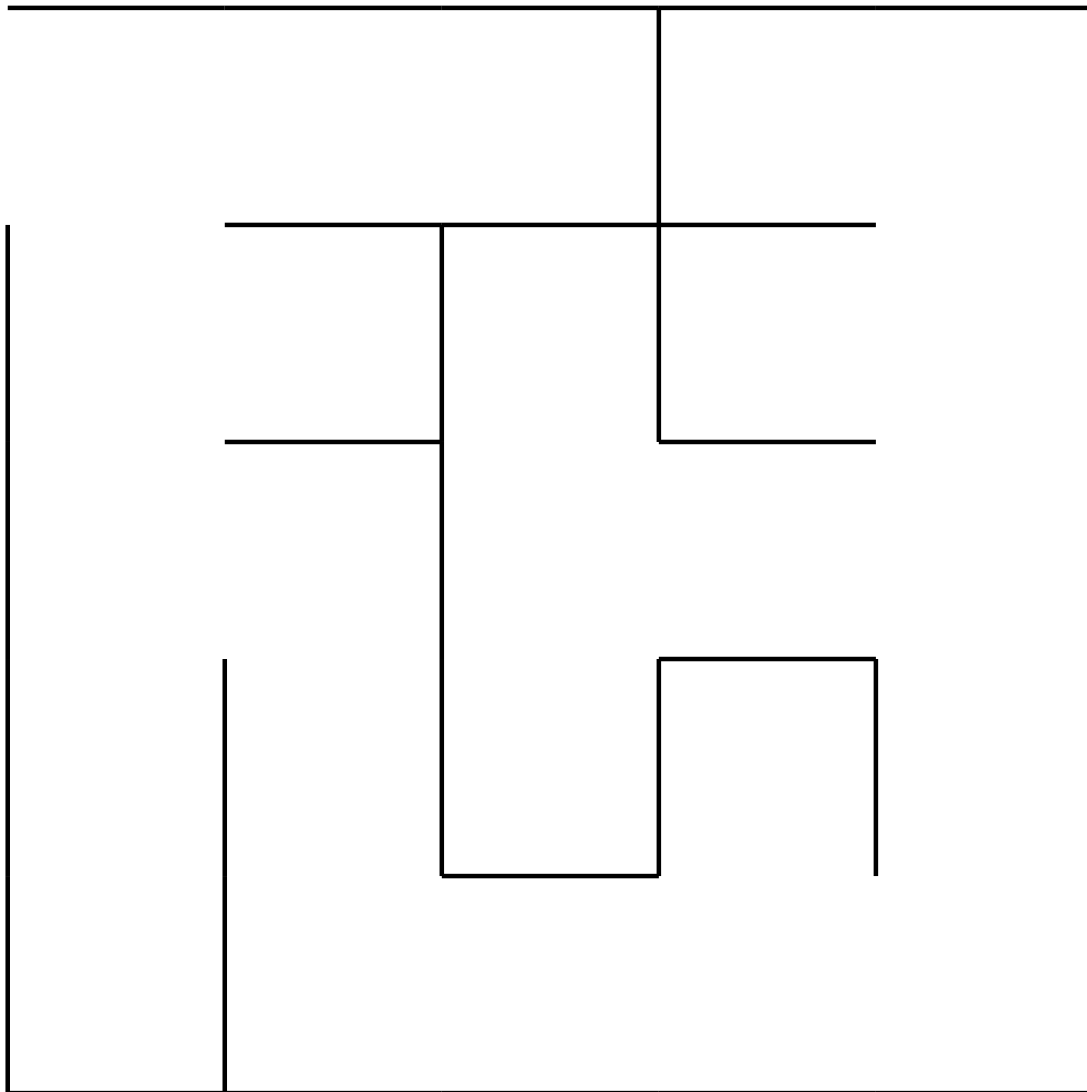
B



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.

Look carefully. What comes next?

Keep the pattern going.

1



2



3



4

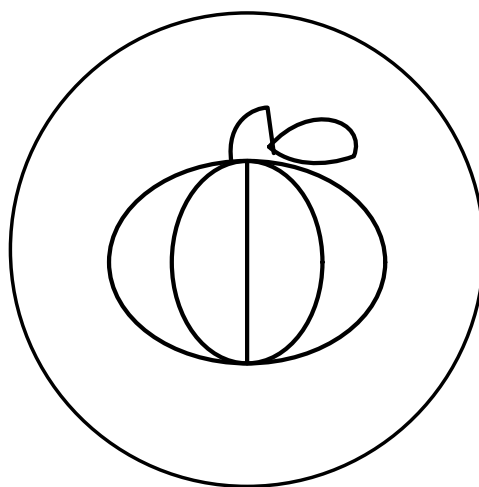
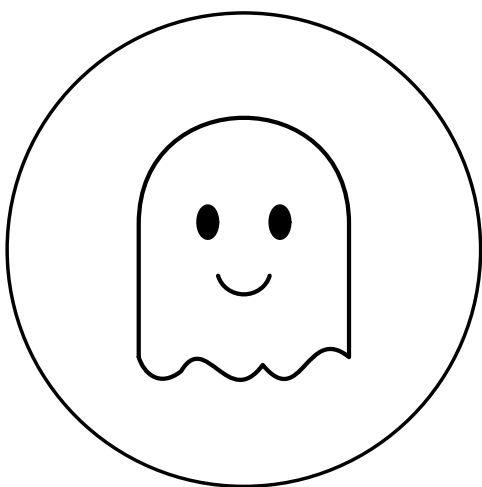
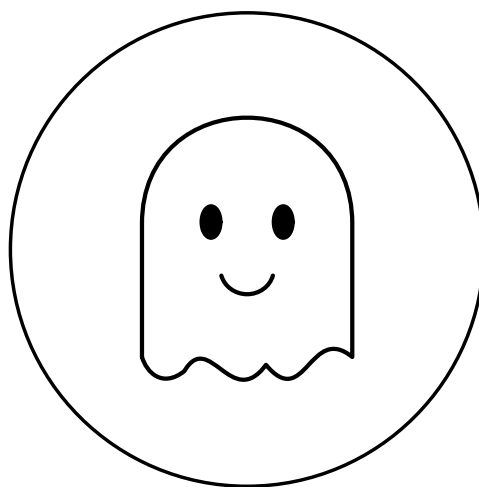
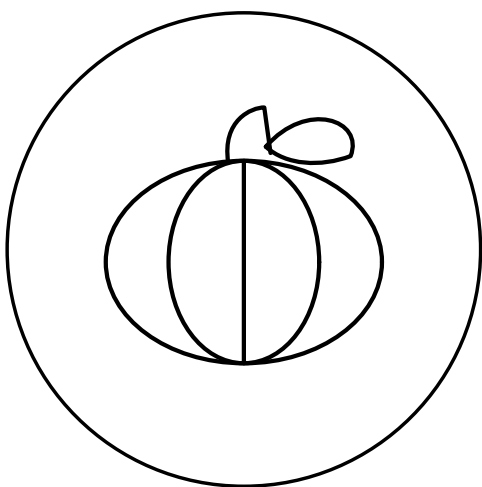


A grown-up can help you name the pictures. Draw or say what comes next.

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.



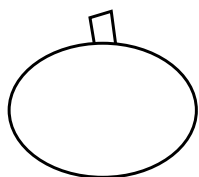
Grown-up: cut around the four circles. Tape them to a paper strip or wall.

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

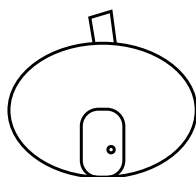
Your story starts here.

Turn the pumpkin shape into a house for a friendly ghost.

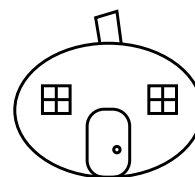
A little start, then your own ideas.



1. Start with a pumpkin

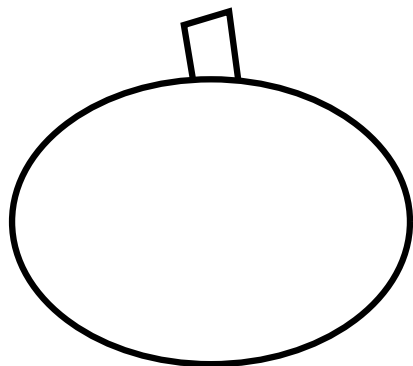


2. Add a doorway



3. Add two windows

FINISH THIS PICTURE



- ☐ A door a ghost could fit through
- ☐ A window with a view
- ☐ Something for your guest to enjoy

Follow the steps, then add your three ideas. Tell someone about your picture.

Spot 3 party surprises - answers

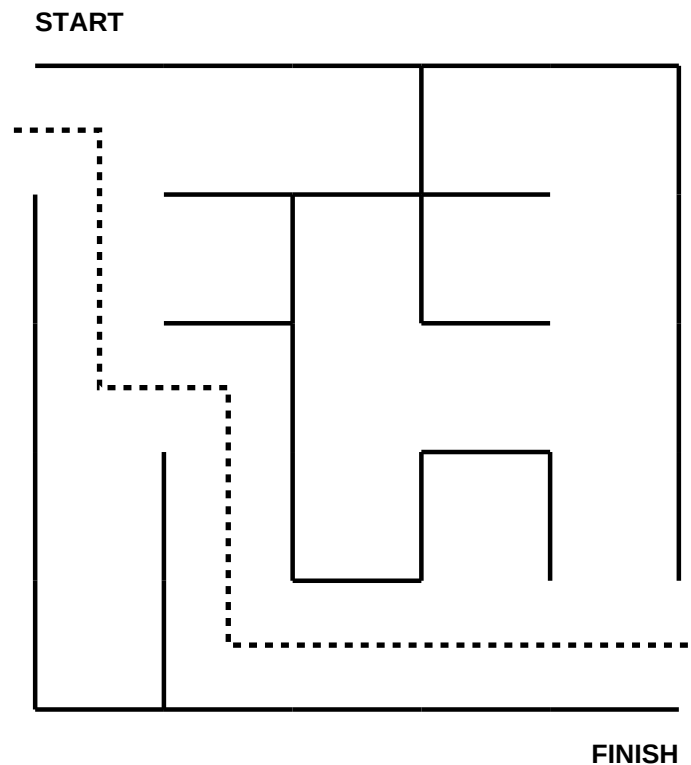
The added details are circled and numbered below.



1. A star on the left ghost
2. A circle on the second flag from the left
3. A triangle inside the right cloud

A helping hand for grown-ups.

Suggested ages 4-5. Choose a level by interest and confidence, not age alone.



Puzzle answers

Next pictures, top to bottom: ghost, ghost, star, ghost.

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.