Inkleaf LEARNING

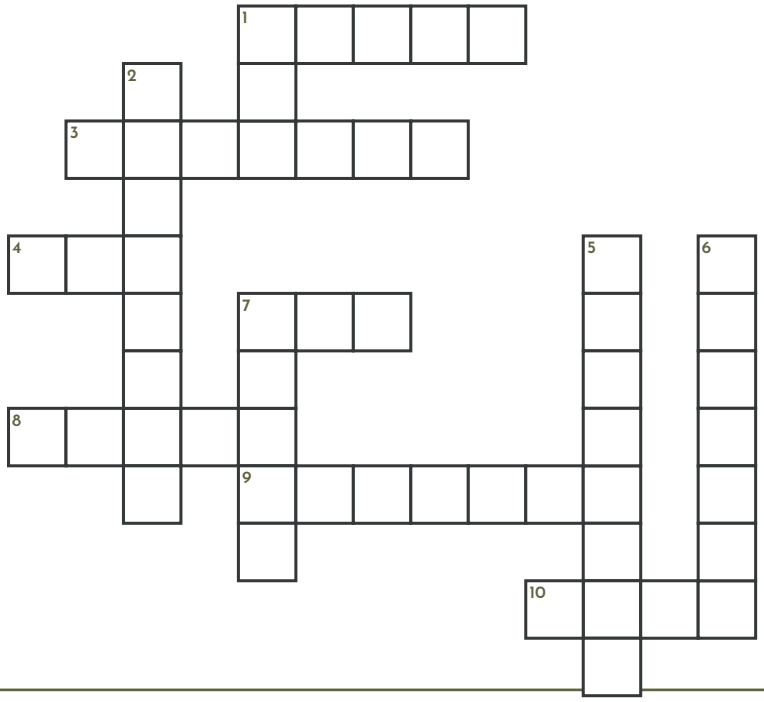
Name _____

Halloween Puzzle Pack

Years 3 and 4

1 Crossword

Solve the clues. Start with the short words: their letters will help you with the long ones.



Across

1 A brush with a long handle, for sweeping (5)
3 A light in a case that you can carry (7)
4 A bird that hoots at night (3)
7 A spider spins this to catch flies (3)
8 A see-through spooky shape that says boo (5)
9 Clothes you dress up in for a party (7)
10 It shines in the sky at night (4)

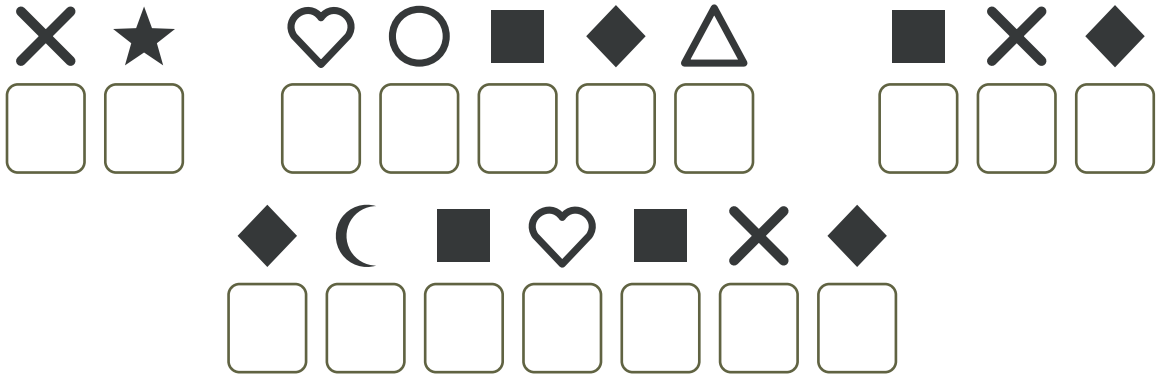
Down

1 A small animal that flies at night and sleeps upside down (3)
2 A big black pot for a witch's brew (8)
5 All the bones in your body (8)
6 A big orange vegetable you can carve a face in (7)
7 She rides a broomstick and casts spells (5)

2 Crack The Code

Why did the ghost go into the lift? Use the key to turn each symbol into a letter and find out.







Some letters in the key are not used at all, so no guessing!

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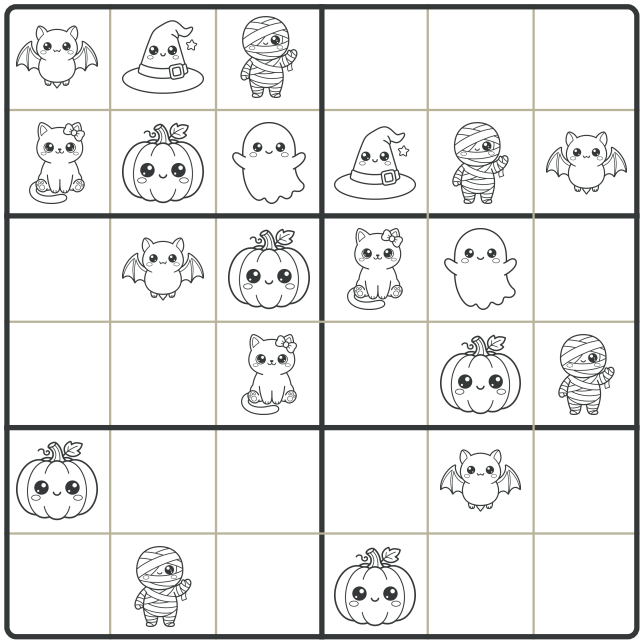
Name _____

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Years 3 and 4

3 Picture Sudoku

Every row, column and thick-lined box has all six pictures. Draw the missing ones, or write the letter.



 P

 G

 B

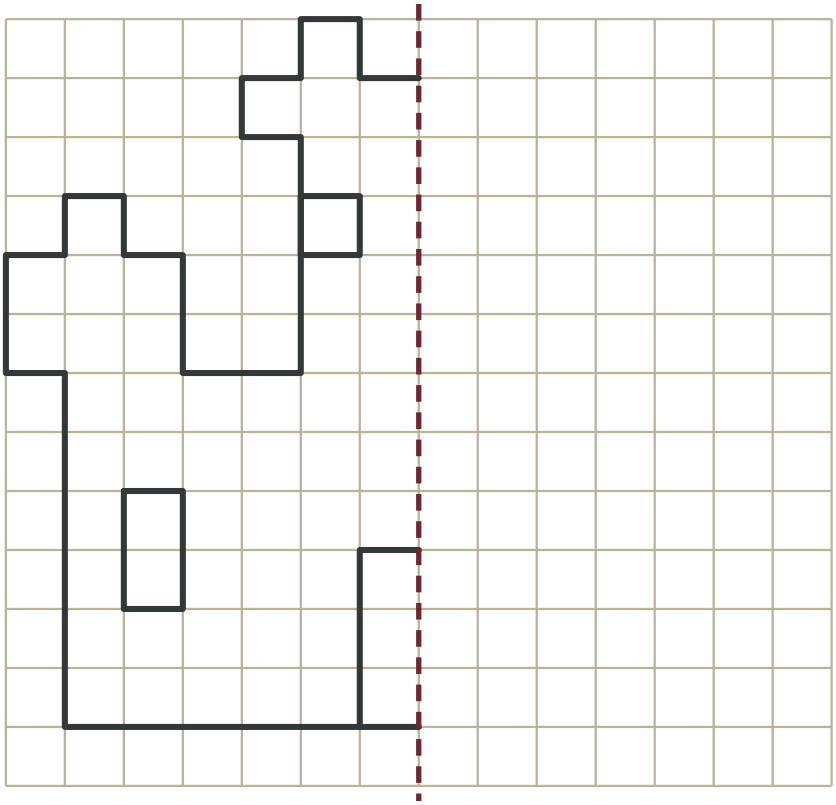
 C

 H

 M

4 Haunted House

Draw the other half of the house. The dashed line is a mirror line.





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Name _____

Halloween Puzzle Pack

Years 3 and 4

5 I Spy

Read each clue, then find the thing in the picture and tick the box. You are finding things from clues, not names, and some of them are very small. Where a clue starts with a number, find them all!



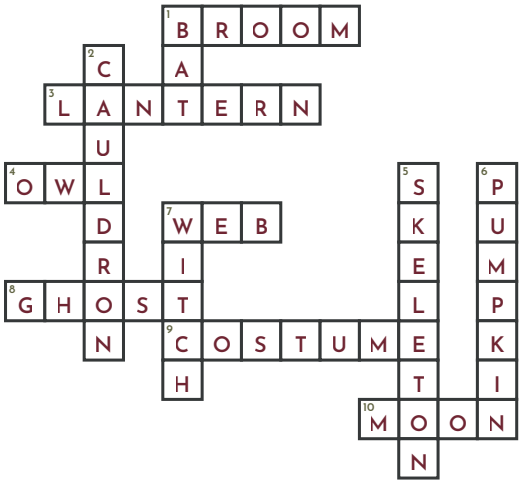
1. a piece of fruit ☐
2. an animal that sleeps hanging upside down ☐
3. something that opens a lock ☐
4. 3 tiny things that are burning ☐☐☐
5. something you dip a pen into ☐
6. a long, scaly creature that slithers ☐
7. something inside the tall clock that swings ☐
8. something you cut paper with ☐
9. 3 papers rolled up like tubes ☐☐☐
10. something you turn to open the window ☐
11. something you drink tea from ☐
12. 2 things that once belonged to a bird ☐☐
13. something you pull to open the clock's door ☐
14. a slow creature with its house on its back ☐
15. something on a shelf that tells the time ☐
16. something with pages, lying open ☐
17. something to keep you dry in the rain ☐
18. wood waiting to be burned ☐
19. 2 knobs that keep the curtains on ☐☐
20. 4 stacks of stories on the floor ☐☐☐☐

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Answers

For the grown-up

1 Crossword



How to help: if a long word is stuck, fill in the short words that cross it first (BAT, OWL, WEB, MOON). For the code, they can write each letter under its symbol in the key before they start.

2 Crack The Code

TO RAISE ITS SPIRITS

The key letters H, L, M and N are not used.

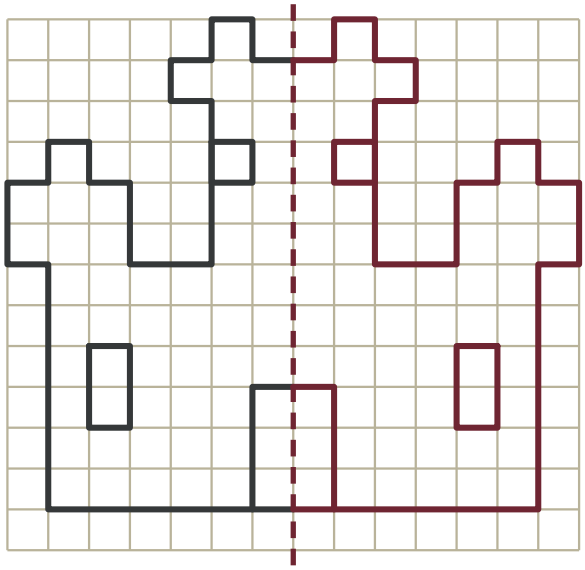
3 Picture Sudoku

Shaded squares were the gaps.



4 Haunted House

The new half is in red.



How to help with the I Spy

The I Spy answers are on the next page, with every one ringed on the picture.

Read each clue aloud together and talk about what it might be before they start looking. Then ask where in a library you might find it.

Where a clue starts with a number, they need to find all of them: 3 burning flames, 3 rolled-up papers, 2 feathers, 2 knobs on the curtain pole and 4 piles of books.

Two clues have a look-alike. The clock that sits on a shelf is the little one on the mantelpiece, not the tall grandfather clock. The curly sheet hanging over the front of the desk is not rolled up, so it is not one of the 3 papers.

For the haunted house, count the squares out from the dashed line on one side, then count the same number on the other side.

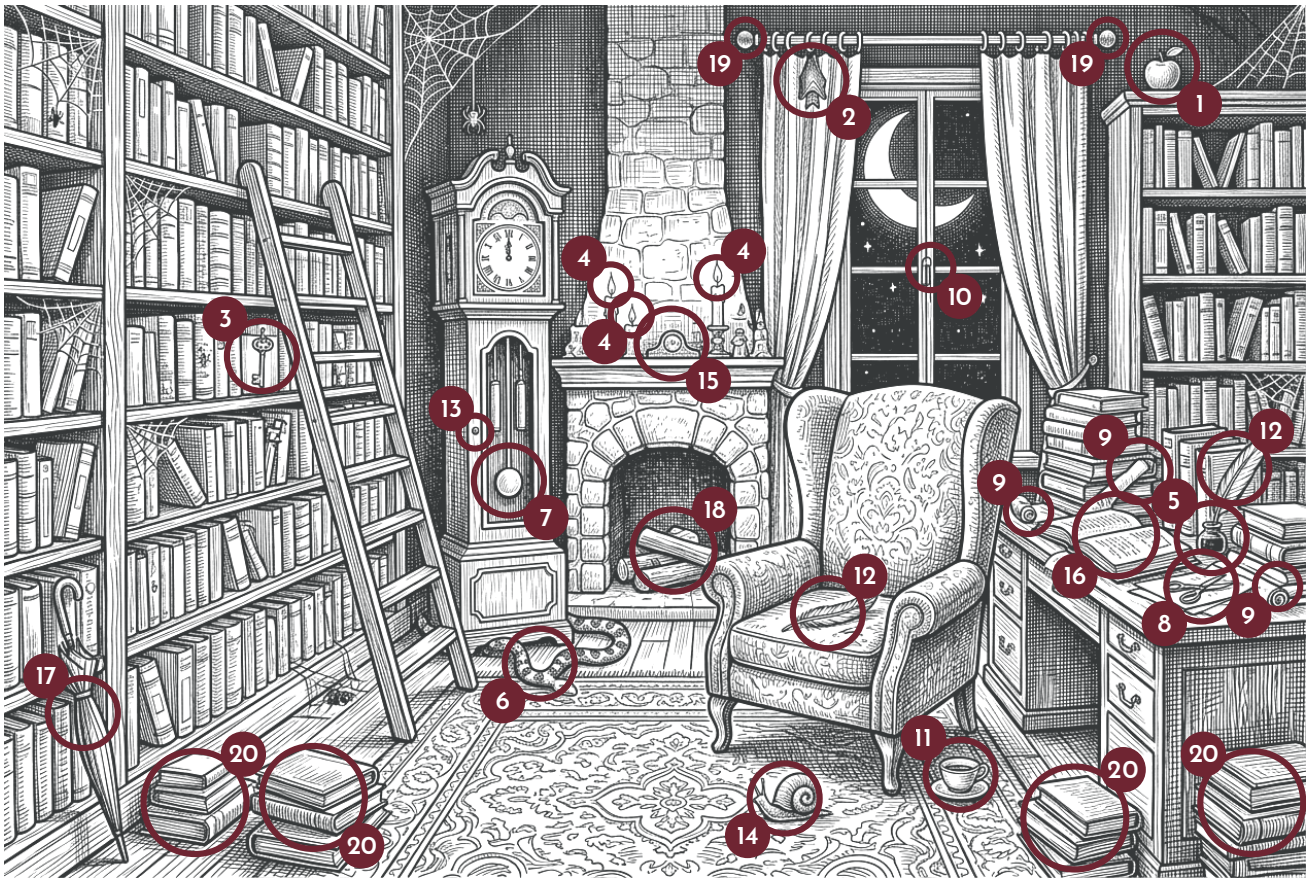
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I Spy Answers

For the grown-up

5 I Spy

Each clue, then the answer and where it is. Every thing to find is ringed.



1. a piece of fruit: **an apple**, on top of the bookcase, top right

2. an animal that sleeps hanging upside down: **a bat**, hanging from the curtain pole

3. something that opens a lock: **a key**, on the spine of a book, just left of the ladder

4. 3 tiny things that are burning: **3 candle flames**, on the three lit candles on the mantelpiece

5. something you dip a pen into: **an ink pot**, on the desk, with the quill standing in it

6. a long, scaly creature that slithers: **a snake**, curled by the foot of the grandfather clock

7. something inside the tall clock that swings: **the pendulum**, the round disc inside the grandfather clock

8. something you cut paper with: **a pair of scissors**, on the papers on the desk

9. 3 papers rolled up like tubes: **3 scrolls**, on the desk: left end, leaning on the pile of books, right end (the curly sheet hanging over the front edge is not rolled up)

10. something you turn to open the window: **the window catch**, in the middle of the window, where the two halves meet

11. something you drink tea from: **a teacup**, on the rug by the armchair leg

12. 2 things that once belonged to a bird: **2 feathers**, one on the armchair seat, one is the quill in the ink pot

13. something you pull to open the clock's door: **a tiny knob**, on the door of the grandfather clock

14. a slow creature with its house on its back: **a snail**, on the rug

15. something on a shelf that tells the time: **the little mantel clock**, on the mantelpiece between the candles (the tall grandfather clock is the look-alike)

16. something with pages, lying open: **the open book**, on the desk

17. something to keep you dry in the rain: **an umbrella**, leaning on the bookcase, bottom left

18. wood waiting to be burned: **the logs**, in the fireplace

19. 2 knobs that keep the curtains on: **the 2 ends of the curtain pole**, at each end of the curtain pole, top of the window

20. 4 stacks of stories on the floor: **4 piles of books**, two at the bottom left, two by the desk at the bottom right