

Programme - Halloween

A Halloween theme like this should be treated as a Special Pack night, and Leaders should make an effort to encourage the Cubs to dress up, and then make the same effort to dress up themselves. Costumes, do not necessarily have to be scary, (even though most Cubs will want to do so), but can be anything at all. Set limits if you need to, or select a theme, such as things beginning with the letter "G".

Take some time also to dress up the hall. Here are some suggestions:

Crepe Paper

Use traditional crepe paper decoration to add Halloween colours to your hall and anywhere else you see fit.

Spider Webs

Buying fake spider webs is one of the most cost-effective decorations. You can make your own with cotton batting found in the crafts department. Then, you're going to need spiders. Pick up some creepy, fake spiders to add to the webs. Better yet, add some fake bugs too for your spider's victims.



Shadows

Cut out spooky shapes such as a bat, ghost or cat in some heavy card. Tape it to a torch or spotlight and place it in a strategic position to make eerie shadows on walls & ceilings.

Sound Effects

There's plenty of CDs available with creepy sounds such as lightning, screams, banging and creaking. Use these in an entryway for the element of surprise.

Lighting Effects

Use special lighting to compliment your sounds. Dim lighting is always preferable to set the spooky setting and a strobe light adds a special touch to simulate lightning. A black light sets an unsettling atmosphere if you know where to find one.

- 6.00pm Opening Parade – You may wish to keep the traditional Grand Howl, or you may like to change it to suit the occasion. Maybe look at doing a modelling parade so that each Cub can show off their costumes
- 6.10pm Game – Wrap the Mummy (Items needed toilet paper). Cubs form into teams of 6. One Cub from each team is selected as the mummy. On the call of go, each team has to wrap their mummy in toilet paper. When completed, the mummy has to walk to the other end of the Hall and back again. First Mummy to return wins.
- 6.25pm Game – Doughnut Eating. Tie one end of a piece of string onto each doughnut. Tie the other end to a pole so that each doughnut hangs at head height. Putting their hands behind their backs, one person from each team races to eat their doughnut. Repeat until each member of the team has had a turn. You may wish to substitute doughnut eating for jelly eating, which is bit messier.

- 6.45pm Game – **Zombies**. One Cub is deemed to be the professor, whilst the other Cubs must sit or lay as motionless and expressionless zombies. The professor must do whatever they can to make the zombies smile, giggle, or wiggle in any way without touching them! When the professor gets a zombie to wiggle, giggle, or smile, that zombie then joins the professor in trying to get others to smile, giggle, or wiggle. The last zombie wins!
- 7.05pm Game - **Spider Web**. Cubs stand in a circle. A ball of wool is thrown across to another Cub. The Cub holds on to a piece of the wool and then throws the ball across to another Cub. Continue until a spider web is created. Once you have a decent spider web, have one of the cubs go from one side of the circle to the other through the web.
- 7.15pm Game - **Ghost Waiter**. (Items needed – a Balloon and a paper plate for each team). Divide Cubs into teams of six. Set up a course for them to race on. Each Cub has to balance a balloon on a paper plate while walking it down the course and back to their team.
- 7.30pm Closing Parade