Halloween games for kids

Peabody · checked 2026-10-29

Halloween games for kids to play at a party, at home or out trick-or-treating: a mummy wrap race, pumpkin bowling, ghost freeze dance, Monster Says, candy counting games and Trick-or-Treat Bingo, each on a card to deal or print. For a screen, spooky-cute games play free online.

At a glance

- Free through the end of 2027
- No sign-up, no download and no ads
- Trick-or-Treat Street starts at pre-K and kindergarten
- On a phone the games play sideways and fill the screen

Halloween party games

14 games for a group, all written for Peabody, from the youngest (ghost freeze dance, pumpkin bowling) to games for the yard at dusk (flashlight tag, ghost in the graveyard). Deal one in the box above, or press Print for the set to cut out.

- Card: Mummy wrap race · Ages: 4+ · Players: 4 or more, in pairs · How to play: You need: A roll of toilet paper per pair. Get into pairs. One is the mummy, one is the wrapper. When a grown-up says “Go!”, wrap the mummy in toilet paper. Wrap arms, legs and tummy, but never the face. When the roll runs out, the mummy does a slow mummy walk. Swap jobs and play again. Grown-up: Loose wraps only, nothing around the neck or face. The race ends when the rolls do, so every pair finishes. Safety: Never wrap the face or neck.
- Card: Pumpkin bowling · Ages: 3+ · Players: 2 or more · How to play: You need: A small round pumpkin, 6 to 10 plastic bottles. Set up plastic bottles like bowling pins. Draw ghost faces on them. Stand back and roll a small pumpkin along the ground. Count how many ghosts fall down. Set them up again for the next player. Grown-up: Roll, never throw. A smooth, small pumpkin rolls truest; a little water in the bottles makes it harder.
- Card: Witch's-hat ring toss · Ages: 3+ · Players: 2 or more · How to play: You need: Paper cone hats or cones, rings or bracelets. Stand a few witch's hats (or cones) on the floor. Stand behind a line and toss a ring at a hat. A ring that lands on a hat stays there. Count your rings, then pick them up for the next player. Grown-up: Little ones stand close; big kids take a step back. Glow-stick bracelets make rings for a dark room (ages 3+).
- Card: Ghost freeze dance · Ages: 3+ · Players: 3 or more · How to play: You need: Music. Dance like a floaty ghost while the music plays. When the music stops, freeze! Anyone who wiggles says a giggly “Boo!” and keeps dancing. No one sits out, so

everyone dances the whole song. Grown-up: Stop the music at surprising times. Let a child be the music-stopper for a round.

• Card: Monster Says · Ages: 3+ · Players: 3 or more · How to play: You need: Nothing. One player is the Monster. The Monster gives moves: “Monster says stomp your feet!” Only do the move if the Monster says “Monster says”. Caught out? Do a monster roar and keep playing. Take turns being the Monster. Grown-up: Monster moves for the youngest: stomp, roar softly, flap like a bat, creep like a cat.

• Card: Pass the pumpkin · Ages: 3+ · Players: 4 or more · How to play: You need: A small pumpkin or a pumpkin toy, music. Sit in a circle. Pass the pumpkin around while the music plays. When the music stops, whoever holds the pumpkin does a silly thing. Howl like a wolf, flap like a bat or tell a joke! Grown-up: Write silly things on slips of paper for kids who freeze up when they're asked to pick.

• Card: Spider-web yarn maze · Ages: 3+ · Players: 1 or more · How to play: You need: Yarn, painter's tape, a hallway. A grown-up tapes yarn back and forth across a hallway, high and low. Climb, crawl and step through the web. Try not to touch the yarn. You're a spider! Go again, faster or backwards. Grown-up: Keep the yarn low or at the knees and waist, never at neck height, and take it down after the party. Safety: No yarn at neck height.

• Card: Pin the face on the pumpkin · Ages: 3+ · Players: 2 or more · How to play: You need: A paper pumpkin, paper eyes, nose and mouth, tape. Tape a big paper pumpkin on the wall. Put a piece of tape on the back of an eye, a nose or a mouth. Close your eyes tight (or wear a scarf) and stick it on. Open your eyes and laugh at the silly face! Grown-up: A slow spin is optional. Eyes closed works as well as a blindfold for a child who doesn't like one.

• Card: Halloween hot potato · Ages: 3+ · Players: 4 or more · How to play: You need: A beanbag or soft ball, music. Sit in a circle and pass the “hot potato” fast while the music plays. When the music stops, the one holding it answers a question. “What's your costume?” “What's your favorite candy?” No one is out. Start the music again. Grown-up: Soft things only. A pumpkin beanbag or a rolled-up pair of socks works.

• Card: Flashlight tag · Ages: 5+ · Players: 3 or more · How to play: You need: A flashlight, a fenced yard at dusk. One player is It and holds the flashlight. Everyone else hides in the yard. It shines the light to find and tag a player. The tagged player holds the flashlight next. Grown-up: Play in a fenced yard or a park with a grown-up, far from the street. Walk, don't run, in the dark. Safety: Never shine the light in someone's eyes.

• Card: Ghost in the graveyard · Ages: 5+ · Players: 4 or more · How to play: You need: A yard at dusk, a base. One player is the Ghost and hides while everyone else stays at base. The others count together: “One o'clock, two o'clock… midnight!” Everyone goes out looking for the Ghost. Whoever spots the Ghost shouts “Ghost in the graveyard!” and everyone runs back to base. The first one tagged is the next Ghost. Grown-up: A classic for a fenced yard. Set the hiding edges before it gets dark.

• Card: Costume parade · Ages: 3+ · Players: 3 or more · How to play: You need: Music, a hallway or a path. Line up in your costumes. One at a time, walk the parade path to the music. At the end, say who you are and do your costume's move. Everyone claps and cheers for every costume. Grown-up: Hand out an award to every costume: Silliest, Sparkliest, Spookiest, Most Homemade, Fastest Cape.
• Card: Donuts on a string · Ages: 4+ · Players: 2 or more · How to play: You need: Ring donuts, string, a broom handle or a line. A grown-up ties donuts on strings and hangs them from a broom handle. Put your hands behind your back. Take a bite of your own donut. No hands! Can you eat it all before it swings away? Grown-up: Easier than bobbing for apples, and no one shares water. Hang the donuts at chin height, one per child, and stay close. Safety: Small bites, and read the label for allergies (nuts, eggs, milk, wheat).
• Card: Halloween charades · Ages: 4+ · Players: 3 or more · How to play: You need: Slips of paper or the list below. One player picks a Halloween word and acts it out. No talking! Words to try: ghost, bat, black cat, spider, owl, mummy, scarecrow, witch on a broom, a pumpkin growing, skeleton dance, trick-or-treating, putting on a costume. Everyone else guesses out loud. The first right guess acts the next one. Grown-up: For non-readers, whisper the word to the actor. More cards are on the charades page.

Tips for a Halloween party with kids

• Mix moving and sitting. A loud game (freeze dance, mummy wrap), then a quiet one (pass the pumpkin, charades).
• No one is out. Every game here keeps everyone playing: a wiggle in freeze dance earns a giggly “Boo!”, not a seat on the side.
• An award for every costume. Silliest, Sparkliest, Spookiest, Most Homemade: a parade where everyone gets cheered.
• Little guests. Under 4? No hard candy, gum, nuts, popcorn or small round pieces: they can cause choking. Read the label for allergies. Keep balloons, small toys and glow sticks away from children under 3.
• Instead of apple bobbing, hang donuts on strings: no shared water, and still no hands.

Halloween candy games

After trick-or-treating, the candy is a math lesson you can eat (later). A grown-up checks the bag first, always.

• Card: A grown-up checks your bag first · Ages: 3+ · Players: Everyone · How to play: You need: A clean table and a grown-up. Wait to eat anything until you're home. Tip your bag out on a clean table. A grown-up looks at every piece. Anything open, torn, homemade or without a wrapper goes out. Then the candy games can start! Grown-up: Check wrappers for holes or tears, set aside anything a young child could choke on, and read labels for allergies. Safety: Under 4? No hard candy, gum, nuts, popcorn or small round

pieces: they can cause choking. Read the label for allergies.
• Card: Guess, then count in tens · Ages: 4+ · Players: 1 or more · How to play: You need: Your candy. Guess how many pieces are in your bag. Say it out loud. Make piles of ten. Count the piles: 10, 20, 30… then count the extras: 31, 32, 33. Was your guess too big, too small or close? Grown-up: Piles of ten are place value you can touch: 3 piles and 4 extras is 34.
• Card: Sort and graph · Ages: 4+ · Players: 1 or more · How to play: You need: Your candy, paper. Sort your candy into groups: chocolate, chewy, lollipops, other. Line each group up in a row, one piece per square. That's a bar graph made of candy! Which row is longest? Which is shortest? How many more? Grown-up: Older kids can draw the graph on paper with a scale, then guess what the next bag would look like.
• Card: Fair shares · Ages: 5+ · Players: 2 or more · How to play: You need: Some candy, plates. Put out one plate for each person. Deal the candy out one piece at a time: one for you, one for you… When there aren't enough left for everyone, stop. The leftovers go in the family bowl. Grown-up: This is dividing with a remainder. Try 13 pieces for 4 plates: 3 each and 1 left over. Safety: Under 4? No hard candy, gum, nuts, popcorn or small round pieces: they can cause choking. Read the label for allergies.
• Card: Candy trade rules · Ages: 4+ · Players: 2 or more · How to play: You need: Your candy. Both people have to say yes to a trade. Say what you will give and what you want back. “No thanks” is always OK. No grabbing, and no trading back later. Grown-up: Three small pieces for one big one? Talk about what makes a trade fair. Safety: Under 4? No hard candy, gum, nuts, popcorn or small round pieces: they can cause choking. Read the label for allergies.
• Card: Candy tower · Ages: 4+ · Players: 1 or more · How to play: You need: Boxed or flat candy. Stack flat candy bars and little boxes into a tower. Count each piece as you add it. Put one more on top of the stack, and one more… When it falls, count the pieces. Can you build it taller? Grown-up: Flat, wrapped pieces stack well. Ask which shapes make a strong bottom layer.
• Card: Candy tic-tac-toe · Ages: 4+ · Players: 2 · How to play: You need: Paper, two kinds of candy. Draw a tic-tac-toe grid on paper. One player uses one kind of candy, the other a different kind. Take turns putting one piece in a square. Three in a row, across, down or corner to corner, takes the round. Grown-up: Wrapped pieces only, and the candy goes back to its owner after the game.
• Card: Eyes-closed taste test · Ages: 4+ · Players: 2 or more · How to play: You need: A few pieces of checked candy. A grown-up unwraps one small piece from the checked pile. Close your eyes and taste it. Guess what it is: chocolate? fruity? sour? Open your eyes and see if you were right. Grown-up: Only candy the child already knows is safe for them, and keep the pieces small. Safety: Under 4? No hard candy, gum, nuts, popcorn or small round pieces: they can cause choking. Read the label for allergies.

• Card: Candy calendar · Ages: 4+ · Players: 1 or more · How to play: You need: Small bags or an egg carton, a pen. Write the days of the week on small bags or the cups of an egg carton. Pick one or two pieces for each day. Each day, open that day's treat. Count how many days are left. Grown-up: It makes the candy last, and it is a calendar and counting-back lesson on the side. Safety: Under 4? No hard candy, gum, nuts, popcorn or small round pieces: they can cause choking. Read the label for allergies.
• Card: How many candies long? · Ages: 4+ · Players: 1 or more · How to play: You need: Wrapped candy. Lay candy end to end next to your shoe. How many candies long is it? Now measure a spoon, a book and your hand. Which is longest? Try again with a different candy. Grown-up: Measuring with the same-size piece every time is the first step to rulers.

Games for the trick-or-treat walk

• Card: Trick-or-Treat Bingo · Ages: 4+ · Players: 1 or more · How to play: You need: A printed bingo card and a pencil. Print a bingo card for each child. Cross out a square when you see that thing on the walk. The middle square is free. Five in a row, across, down or corner to corner, is BINGO! Keep going and try to fill the whole card. Grown-up: A clipboard or a hard book makes it easy to mark on the move. A grown-up can hold the pencil between houses.
• Card: Jack-o'-lantern count · Ages: 3+ · Players: 1 or more · How to play: You need: Nothing. Guess how many jack-o'-lanterns you will see tonight. Count every glowing pumpkin face out loud. Count the plain pumpkins in a different voice. At home, compare your count with your guess. Grown-up: For older kids: count by twos for pumpkins in pairs, or keep a tally on your hand.
• Card: Costume I Spy · Ages: 4+ · Players: 2 or more · How to play: You need: Nothing. Pick a costume you can see, but don't say which. Say “I spy a costume with…” and give one clue, like a cape. Everyone guesses which costume it is. The one who guesses picks the next costume. Grown-up: Keep it kind: clues are about the costume's colors and parts, never about the person.
• Card: Street points · Ages: 5+ · Players: 1 or more · How to play: You need: Nothing (or a pencil to keep score). Play as one team and add up points together. 1 point for a pumpkin, 2 for a bat or spider web, 3 for a skeleton. 5 points for a teal pumpkin or a black cat. Add the points as you go. How high can the team get? Grown-up: Mental math on the move. Older kids can make the point rules for the next street.
• Card: Glow check · Ages: 3+ · Players: Everyone · How to play: You need: A flashlight or glow stick for each child. Before you go, everyone gets something that glows. At every corner, a grown-up calls “Glow check!” Everyone holds up their light. Count the lights. Is everyone here? Grown-up: A head count at every corner, made into a game. Reflective tape on costumes and bags helps drivers see kids too. Safety: Glow sticks are for ages 3

and up and are not for chewing.

- Card: Corner stop · Ages: 3+ · Players: Everyone · How to play: You need: A grown-up. Walk on the sidewalk, not the street. At every corner, stop and freeze like a statue. Look left, look right, then look left again. Hold a grown-up's hand and cross together. Grown-up: Cross at corners and crosswalks, never between parked cars. Kids under 12 walk with a grown-up. Safety: Walk, don't run, from house to house.
- Card: Halloween color hunt · Ages: 3+ · Players: 1 or more · How to play: You need: Nothing. Find something orange. Then find something purple. Then green, then black, then white. When you find all five, start again in a new order. Grown-up: For the littlest walkers: one color per street is plenty.
- Card: Owl echo · Ages: 3+ · Players: 2 or more · How to play: You need: Nothing. A grown-up makes a soft night sound: an owl's “hoo”, a cat's “meow”. Everyone echoes it back, just as softly. Take turns being the leader. Keep it quiet so you can still hear cars. Grown-up: A calm game for the walk home, when everyone is tired and full of sugar.

What to say at the door, games for when kids knock at yours, and printable Trick-or-Treat Bingo cards are on the trick-or-treat games page.

Play online

More spooky-cute games, free in the browser with no sign-up, no download and no ads:

- Game: Dip & Dash · What you do: Run the Spooky Manor: ghost blocks blink! · Practises: sums and words at the doors
- Game: Pet Hatch · What you do: Friendly ghosts and glowing pumpkins in Spooky Hollow. · Practises: making ten, adding, first sounds, rhymes and more
- Game: Sneaky School · What you do: Dig out of jail one word at a time. · Practises: counting, making ten, first sounds, phonics and more

Every face smiles: grinning pumpkins, bats with little grins, ghosts who giggle. Nothing jumps out. The arcade's dungeon crawler, Dungeon Dweller, is spookier and made for older kids, so it is not on this list.

More Halloween at Peabody

- Halloween HQ: the countdown to Halloween and every Halloween thing at Peabody in one place.
- Trick-or-treat games: Things to say, do and play for real.
- What to give out: Better candy, and treats that aren't candy.
- Leftover candy: Give it away, bake it, test it, count it.
- Scary stories: Not-too-scary stories to tell in the dark.
- Pumpkin Patch: Pumpkin faces to carve, paint and print.
- Spooky Kitchen: Banana ghosts, dirt cups and more treats to make.

- Haunted Workshop: Flappy bats, bubbly cauldrons and dancing ghosts.
- Halloween puzzles: Word searches, mazes, bingo and a hunt.
- Halloween coloring: Bats, cats and friendly ghosts to color.
- Rainy Day Box: Fun things to do inside on a wet day.
- Stories to read: Not-too-scary stories to read.
- Halloween jokes: Jokes and riddles. Tap to see the answer!
- Spooky magic tricks: A ghost pencil, invisible ink and a potion that glows.
- Charades for kids: more cards to act out, by level.
- Thanksgiving games for kids: for after Halloween, games for the table and after dinner.

Halloween safety

From the American Academy of Pediatrics' Halloween safety tips, in short:

- Be seen. Bright costumes, reflective tape on the costume and the bag, and a flashlight or glow stick for every child.
- See out. Face paint instead of a mask that covers the eyes, and a costume short enough not to trip on.
- Go together. A grown-up goes with young children. Older kids stay in a group, on a route a grown-up has checked, home by an agreed time.
- Porch lights only. Visit houses with the light on, stay on the porch, and never go inside a house or a car.
- Walk, don't run. Use sidewalks, cross at corners and crosswalks, look left, right and left again, and never cross between parked cars.
- Check the candy first. A grown-up checks every piece before anyone eats. Anything open, torn or homemade by someone you don't know goes out.
- Little ones and choking. Under 4? No hard candy, gum, nuts, popcorn or small round pieces: they can cause choking. Read the label for allergies.
- Allergies. Look for a teal pumpkin: it means treats that aren't food.
- Light pumpkins with batteries. A battery LED light or a glow stick inside a jack-o'-lantern, and a grown-up does any carving while kids draw the face. LED tea lights hold button batteries. A grown-up checks the battery door is screwed shut, and never uses one a child can open. For the youngest, use a small flashlight that takes AA or AAA batteries.

Questions parents ask

What are good Halloween party games for kids?

Games that need little and keep everyone playing: a mummy wrap race with toilet paper, pumpkin bowling with plastic bottles, witch's-hat ring toss, ghost freeze dance, Monster Says, pass the pumpkin, a spider-web yarn maze and Halloween charades. Every card above says the ages, the players and what you need.

What Halloween games work for toddlers and preschoolers?

Ghost freeze dance, Monster Says, pumpkin bowling, pin the face on the pumpkin and pass the pumpkin all work from age 3. Keep turns short and let no one be out. Skip hard candy, gum and small toys for children under 4.

What games can you play with Halloween candy?

Guess how many pieces, then count them in tens; sort them into a bar graph; deal fair shares; trade with clear rules; build a candy tower; play candy tic-tac-toe; or make a candy calendar so it lasts. A grown-up checks the candy first.

Are the online Halloween games free?

Yes. They are free through the end of 2027, with no ads and no sign-up to start playing.

Are the online games too scary for little kids?

They are made for a kindergartner: friendly ghosts and grinning pumpkins, no gore and no jump scares. In Trick-or-Treat Street the "Too spooky?" button lifts the dark.

What ages are the online games for?

Trick-or-Treat Street starts at pre-K and kindergarten and its questions follow the grade a child picks, up to about 5th grade. The others in the table are for kindergarten and up.

Do they work on a phone, tablet or Chromebook?

Yes, in the browser. On a phone the games play sideways and fill the screen.

Free at peabody.kids/holidays/halloween/games