



978-1-64996-405-2

Write It!

Write your own spooky animal story! Use the prompts below to help you get started. Then draw your story in the boxes.

Write and draw a comic with an unusual ghost animal as the main character. What kind of animal will you choose? Will you write about a ghost hamster, a ghost llama, or a ghost ant? What will your ghost animal do?

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Finish the story:

“One day, I woke up and saw a ghost cat outside my bedroom window. It meowed, and then . . .”

What if your pet could talk, like the King of Cats? What would it say? Write and draw a story from your pet's point of view. If you don't have a pet, ask a friend if you can "borrow" theirs!

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Superstitions GHOST Game

You need at least three people to play this game. Print out this page for each player. Each player will write in the boxes using the superstitions on the next page. Make sure each card has the superstitions in different places. Once the cards are filled in, you are ready to play!

G H O S T

		FREE SPACE		

They should cut out all 24 superstitions, then put them in a bowl. Have them draw a piece of paper and read it aloud. Find that superstition on your GHOST card, and cross it out. Then, the announcer should draw another piece of paper and read it aloud. Keep going until someone has crossed out a whole line of five spaces on their card. The first person to do that and yell "GHOST!" is the winner!

knock on wood	fingers crossed	luck of the Irish	lucky horseshoe
beginner's luck	lucky penny	throwing salt over your shoulder	four-leaf clover
Friday the 13th	no umbrellas inside	lucky jersey	lucky rabbit's foot
unlucky black cats	owls are a bad omen	bad luck comes in threes	don't break a mirror
step on a crack, break your mother's back	something old, something new, something borrowed, something blue	don't walk backward	break a leg
lucky number	don't walk under a ladder	wish on a shooting star	itchy palms