

Chills & Thrills

CHALLENGE KIT



This kit was created to assist you in completing the *Chills & Thrills* program. Included are facts, stories, crafts, games, recipes and information.



E-Patches & Crests
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CHILLS & THRILLS

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This kit was created to assist you in completing the *Chills & Thrills* patch challenge. Included are facts, stories, crafts, games, recipes and other information that can be copied and distributed to the participants working on this kit.

After completing the kit, you can order the 3" crest/patch through e-patchesandcrests.com. You may place your order in one of the following ways:

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CHILLS & THRILLS

CHALLENGE KIT

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Detailed Outline

5: PATCH REQUIREMENTS is the section of the booklet that details what needs to be accomplished in order to earn the patch.

6–17: TEACHING PAGES contain information that can be used to teach the subject being discussed. Subtopics include:

- What is Halloween?
- Famous Monsters of Halloween
- Phobias

18–23: CRAFT PAGES detail ideas for crafts that pertain to the subject matter. Includes:

- Floating Ghosts
- Monster Mask
- Tea Light Lanterns
- Bat House and More!

24–30: RECIPE IDEAS gives suggestions about what kind of food would go well with the theme. Some recipes included are:

- Mummy Dogs
- Jack-O'-Lantern Cupcakes
- Caramel Apples
- Zombie Punch
- Jello-O Creatures
- Worms in Dirt

31–40: GAMES AND ACTIVITIES provide entertainment and recreational ideas for both individuals and groups. Includes:

- Graveyard
- Ghost Tag
- Ground the Witches
- Spider, or Fly, in the Web
- Capture the Witch's Wand
- Boo, the Ghost
- Monster Hunt

41–47: SONG PAGES lists whimsical songs that can be incorporated into any event.

Includes:

- Colcannon
- Soul Cake
- Three Little Witches
- If You're a Monster and You Know it

41–47: PUZZLE PAGES contain cerebral challenges to reinforce the learning objectives of the Challenge Kit. Includes:

- Word Search
- Crossword
- Memory Game
- Unscramble the Letters
- Maze
- Pumpkin Puzzle

48–49: BIBLIOGRAPHY

50: CREDITS

51: FEEDBACK FORM

Patch Requirements

TO EARN THE PATCH

- 5-6 yrs need to complete 2 requirements from the list.
- 7-8 yrs need to complete 3 requirements from the list.
- 9-11 yrs need to complete 4 requirements from the list.
- 12-17 yrs need to complete 6 requirements from the list.

CHILLS & THRILLS PATCH

1. Learn one of the two origins of Halloween and list five reasons you believe Halloween is either Celtic Samhain, or Christian.
2. Discover the history of famous Halloween monsters! Choose five monsters out of this booklet and learn about how they became associated with Halloween.
3. Create a quiz for a friend where he/she has to match a phobia name with the correct meaning.
4. Complete three crafts of your choice, making sure the craft difficulty level is appropriate for your age group.
5. With your group, make Tea Light Lanterns, play two games, and learn a new song.
6. Go Ghosting! Create two ghost crafts, play both ghost games, and find a ghost recipe to make.
7. Take your love for monsters to the next level and create a new craft, recipe, game, or song about it.
8. Go camping with your group, family, or friends and complete the following:
 - Play Boo, the Ghost
 - Go on a Monster Hunt
 - Sing two Halloween songs
 - Eat some Worms in Dirt for dessert
9. Take the time to teach and complete one craft and one game to someone who is younger than you.
10. Prepare three out of the six recipes and serve them to a friend, family member, and a person in your community.
11. Participate in three of the games or participate in one and teach one game to someone who doesn't know how to play it.
12. Show off your Halloween skills by completing four out of the six Chills & Thrills puzzles.

Teaching Overview

WHAT IS HALLOWEEN?

- Celtic Samhain Version
- Tale of Stingy Jack
- Christian Version
- Halloween in the U.S.A.

FAMOUS MONSTERS OF HALLOWEEN

- Dracula
- Frankenstein
- Ghosts
- Witches
- Zombies
- Headless Horseman
- Mummies
- Reaper

PHOBIAS

- List of phobias and descriptions of what they are

FUN FACT!

Scottish folklore believe a black or dark green dog known as a Cù Sith takes the soul of a dying person to the afterlife.

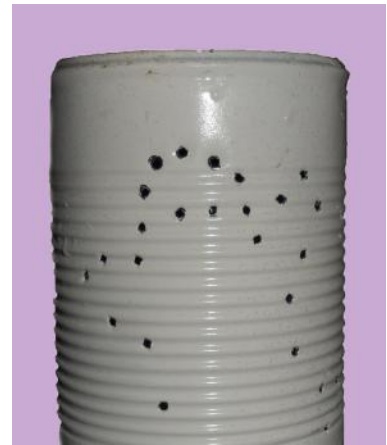
CELTIC SAMHAIN OR FESTIVAL OF SAMHAIN

The Festival of Samhain is old Irish for “Summer’s End.” The festival marked the end of the harvest season and was the time when people took stock of their foods in preparation for the long winter to come. It was also the time when souls of the dead came back home.

The Celts believed that the door to the otherworld opened during Samhain and the souls of the dead, as well as other mystical beings such as fairies, could cross over into our world. The souls of dead kinsmen were invited to join in the festivities and people even set places for them at tables in hopes of appeasing the spirits with gifts of food. However, Samhain also allowed harmful spirits to enter our world so people disguised themselves in costumes on this night so as not to be recognized.



In 18th century Ireland, boys would go to each house asking for fuel for the Samhain bonfire and in the 19th century people went door-to-door collecting food for the Samhain feast. Sometimes the collectors would wear costumes, such as southern Ireland’s white mare. The tradition was that a man dressed as a white mare would lead children door-to-door begging food for the feast. Those that gave food could expect good fortune from the “Muck Olla,” a being who some say was a druid and others claim that she was a goddess.



Another common practice in parts of Ireland and Scotland was the carving of turnips into jack-o'-lanterns. The term jack-o'-lantern originated from ignis fatuus or will-o'-the-wisp, known as receding lights over a bog, but others say that the jack-o'-lantern got its name from a different source.

TALE OF STINGY JACK

There are many old Irish folk tales of Stingy Jack, a smart, but lazy farmer who traps the Devil with a cross. One story tells how Jack was being chased by some angry villagers who he had stolen from when he bumped into the Devil. The Devil told Jack that it was time for him to die, but Jack managed to stall for time. He tempted the Devil with a chance to do evil by saying that if the Devil turned into a coin he would give it to the villagers to pay for what he had stolen. The Devil/coin would then later disappear, making the villagers fight amongst themselves over who had stolen the coin. The Devil fell for the trick, turning into a coin and jumping into Jack’s wallet where the shrewd farmer had hidden a cross. The cross drained the Devil of his power and so he was trapped. Jack refused to free the Devil until he agreed to not take his soul for a year. The Devil reluctantly agreed.



Continued...

Jack had planned to use the year to repent for his sins, but as time went by he never did. At the end of the year the Devil returned to take Jack's soul, but the Devil was tricked into climbing an apple tree to pick a piece of fruit. While the Devil was distracted with the hanging fruit, Jack carved crosses into the tree's bark so the Devil couldn't get back down until he promised not to take his soul again. But as life goes on Jack died, as all things that live do. However, Jack's soul could not go to heaven, he had sinned too much, and he could not go to hell for the Devil had promised not to take his soul.

So Jack was left with nowhere to go and no way to see where to go since he had no light. The Devil mockingly gave Jack an ember that would never burn out from the flames of hell. Jack put the coal into a carved-out turnip and has been roaming the Earth with it ever since. The Irish began to refer to this ghostly figure as "Jack of the Lantern," or simply "Jack-o'-lantern." Jack-o'-lanterns were used to light one's way during the Samhain night, represent spirits, and may also have been used to ward off spirits and fairies.

CHRISTIAN, ALL SAINTS' DAY

All Saints' Day, also known as All Souls' Day, or All Hallows, was a day for honoring the saints and praying for the recently departed who had not yet reached heaven. All Saint's day is the second day of Hallowsmas.

It starts on the eve of October 31, All Hallows Evening, and ends at sundown on November 01. "Souling" is a custom practiced on All Hallows' Eve where people bake small, round cakes called "soul cakes" to share with groups of poor folk, most often children, who go door-to-door singing and saying prayers for the dead. Each cake eaten was said to represent a soul being freed from Purgatory.

It was a traditional Christian belief that the souls of the dead wandered the Earth until All Saints' Day and that spirits could get revenge on their enemies during All Hallows' Eve. To avoid being harmed by these souls, people would wear masks or costumes to disguise who they were.

FUN FACT!

Long before pumpkin carving became popular, people carved turnips into jack-o'-lanterns.

U.S.A., HALLOWEEN

Halloween didn't emerge in North America until the 19th century when Irish and Scottish immigration was at its highest. The celebration of Samhain and All Saints' Day were carried over to America along with the tradition of Souling and carving jack-o-lanterns; however, carving pumpkins soon replaced carving turnips. Pumpkins were more readily available than turnips, were bigger, and were easier to carve.

Today, Halloween is celebrated by all ages in many different ways. But no matter which Halloween beginning you believe in, take time to enjoy it and have a safe night.