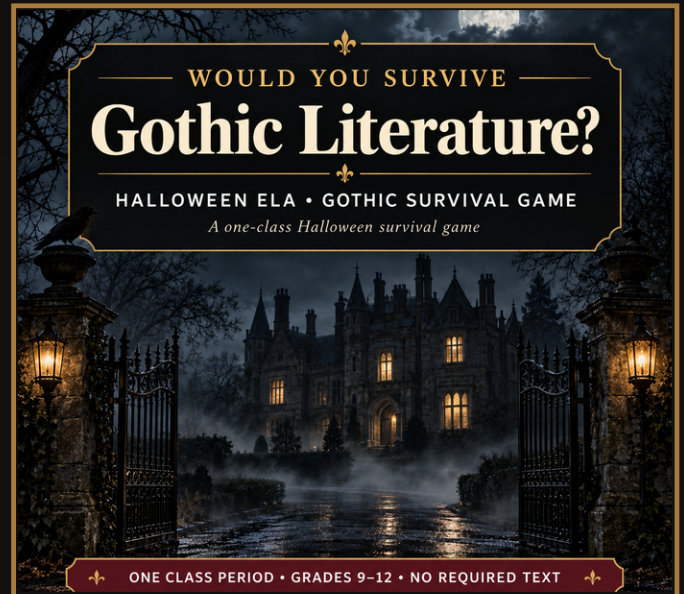


HALLOWEEN ELA ACTIVITIES BUNDLE

4 complete one-period experiences for grades 9–12



Four different setups. Four usable October lessons.

Auction • Gothic survival game • emergency mystery simulation •
literary-character inference and writing

WHAT'S INCLUDED

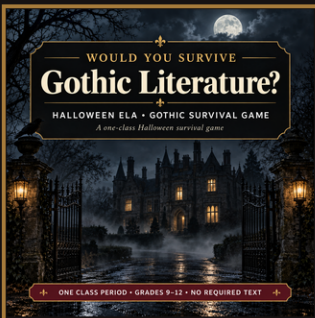
Four resources with different mechanics, so October does not feel repetitive



Cursed Object Auction

Teams bid fictional money on six mysterious estate lots, then discover each object's hidden history and decide what to do with what they bought.

Approximately 40 minutes



Would You Survive Gothic Literature?

Teams move through five rooms in Blackthorn Hall, make hidden choices, track Dread and Clues, and earn one of six possible endings.

Approximately 40 minutes



The Last Broadcast

Students monitor an emergency feed, log evidence, question source reliability, and write a final public warning when the official signal fails.

Approximately 40 minutes



Literary Séance

Teams identify one unnamed literary spirit across three staged clues, revise their theory, then write a short message in character voice.

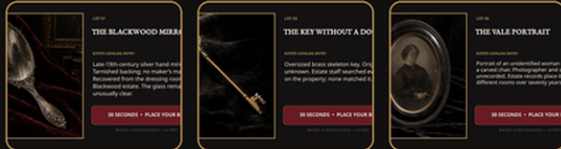
Approximately 40 minutes

INSIDE THE EXPERIENCES

Real screenshots from the approved product files

THE AUCTION EXPERIENCE

BID. WIN. DISCOVER THE CURSE.



INSPECT THE LOT

PLACE A SECRET BID

LIVE WITH THE REVEAL

Teams begin with \$600 in fictional money.

Six estate lots. Six hidden histories. No refunds.

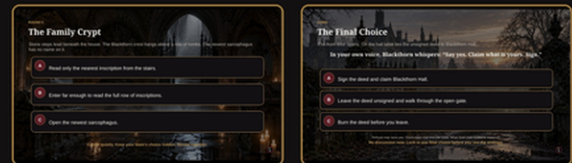
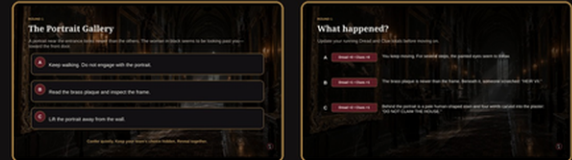
Students decide what is worth the risk—then rethink the purchase after the provenance is revealed.



Cursed Object Auction

THE GOTHIC SURVIVAL EXPERIENCE

Choose • Reveal • Track Dread & Clues • Survive until dawn

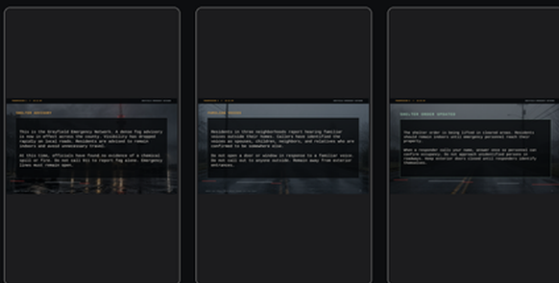


Five rooms. Hidden consequences. Six possible endings.

Would You Survive Gothic Literature?

AN UNFOLDING EMERGENCY

Students revise the theory as each transmission changes the story.



01 LOG THE EVIDENCE

02 REVISE THE THEORY

03 QUESTION THE SOURCE

Inference • Evidence • Source Reliability • Audience

The Last Broadcast

3 MANIFESTATIONS. 1 LITERARY MYSTERY.

Infer • revise • lock the theory



1

Cold first clue

2

Directory + revision

3

Final identification

The clues get more specific.

Students have to change their minds when the evidence changes.

Literary Séance

Mystery • inference • Gothic atmosphere • discussion • writing

Seasonal, but still recognizably ELA.

CLASSROOM-READY MATERIALS

Editable files + print-ready versions + teacher support

LOW-PREP CLASSROOM MATERIALS

PRINT ONLY WHAT YOU NEED



TEAM LEDGER

FINAL DISPOSITION

TEACHER GUIDE

7 pages student materials + 4-page teacher guide

Editable PowerPoint + PDF • Editable Word + PDF

Basic setup: print just 2 pages per team.



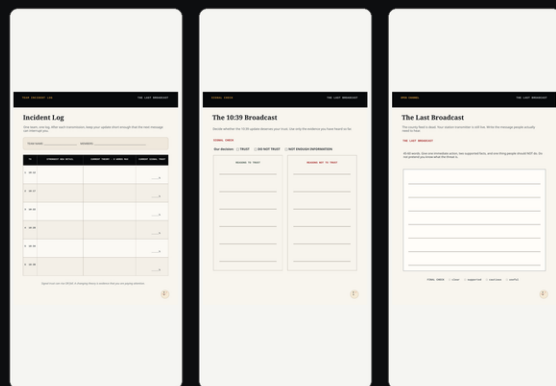
STUDENT MATERIALS

Low writing load. High discussion and decision-making.



STUDENTS RUN THE BROADCAST

Three staged handouts protect the mystery and keep the lesson moving.



INCIDENT LOG

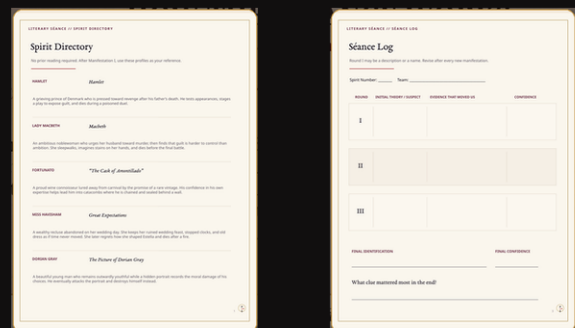
SIGNAL CHECK

FINAL BROADCAST

Editable PowerPoint + ready-to-print PDFs

NO PRIOR READING REQUIRED

Cold read • directory • revise



COLD READ • DIRECTORY • REVISE

Students get the context they need inside the activity.

118 unique pages/slides

75 teacher-deck slides

29 student / Spirit File pages

14 teacher-guide pages

PowerPoint • PDF • editable Word teacher guides • no required common text