

Halloween Themed Songs for Baby and Pre-School Lessons

The swimming teacher may wear a witches or wizards hat, have a magic wand, have trick or treat buckets and some of the larger eyeballs, spiders etc. Be careful not to purchase items that might cause a choking incident.

	Songs	Actions
To scare some folks on Halloween	To scare some folks on Halloween, I'll tell you what I'll do. I'll hide behind this pumpkin face, and then I'll yell . . . Boo!	<ul style="list-style-type: none"> Adult and child can face swimming teacher as they say the rhyme and on "BOO" they turn and swim away.
Plastic Pumpkins	The pumpkins are here, the pumpkins are there. The pumpkins, the pumpkins are everywhere. The pumpkins are up; the pumpkins are down. The pumpkins, the pumpkins are all around. The pumpkins are in; the pumpkins are out. The pumpkins, the pumpkins are all about. The pumpkins are low; the pumpkins are high. The pumpkins, the pumpkins all say, "Good-bye".	<ul style="list-style-type: none"> Plastic Pumpkins may be purchased at many stores to make this more realistic Tune of: "The Farmer in the Dell". Adult and child in a circle For first two lines swing child side to side Lift child up and down Turn child around Move child in and out of the circle Swing side to side for "all about" Lift down and up for "low and high" All wave in a circle for "goodbye" This may be used as the "goodbye" song for that day
Bats are Sleeping	Bats are sleeping Bats are sleeping Upside down, upside down Waiting for the night to come Waiting for the night to come Then they fly around : Then they fly around	<ul style="list-style-type: none"> Tune of Frere Jacques Can be used to finish the lesson: Children lie on backs and then jump up and move around on "then they fly around"

<p>Halloween Spookey Hookey</p>	<p>Put your orange hand in, Put your orange hand out Put your orange hand in and you shake it all about. You do the Hookey Spookey and you turn yourself around. That's what it's all about Oh Hookey, spookey spookey Oh Hookey, spookey, spookey Oh Hookey, spookey, spookey That's what it's all about</p> <p>Repeat: Green hand Orange leg Green leg Whole self.</p>	<ul style="list-style-type: none"> • Tune of Hokey Cokey • Actions are similar to these already performed for Hokey Cokey
<p>Pumpkin Bells</p>	<p>Dashing through the streets In our costumes bright as day! To each house we go Laughing all the way! Halloween is here Making spirits bright! What fun it is to trick - or - treat And sing pumpkin carols tonight!</p> <p>Chorus Oh, Pumpkin bells ,Pumpkin bells ,Ringing loud and clear! Oh what fun Great Pumpkin brings when Halloween is here! Oh! Pumpkin bells ,Pumpkin bells Ringing loud and clear! Oh what fun Great Pumpkin brings when Halloween is here!</p>	<ul style="list-style-type: none"> • Tune of Jingle Bells • Bells may be purchased for the swimming teacher to ring for the chorus • Adult and child on woggle like sea-horses. They can move in a circle (changing direction for the chorus) or in a line across the pool

Halloween Themed Beginner Lesson

Packets of small eye balls, spiders, skeletons etc may be purchased at many stores to replace the usual floating toys

	Teaching Practices	Teaching Points	Teachers Notes
Safe Entry	<ul style="list-style-type: none"> Swivel entry into pool 	<ul style="list-style-type: none"> Hands to the side, Roll, Wiggle in 	
Introduction	<p>Sitting on a broomstick (woggle) riding through the night, turning corners, riding fast over the low lands and slowly climbing through mountain ranges</p> <ul style="list-style-type: none"> Sitting upright, using arms and legs to move around the pool, speeding up leg and/or arm action in places, changing the arm and/or leg action in others. Turning around or changing direction when directed too 	<ul style="list-style-type: none"> Sit up straight, press down with feet, use arms, turn head to look where you want to go, listen 	<ul style="list-style-type: none"> Bring broomsticks back to the poolside, where they hold on for a rest
Main Theme	<p>Swimming teacher scatters “ingredients” for a magic potion across the pool</p> <ul style="list-style-type: none"> Children have the woggle around their chest and pick up a bucket from the poolside to collect the “ingredients”. They swim and retrieve one ingredient at a time returning to poolside and placing on the poolside. When all ingredients have been picked up the children place them all in their bucket. 	<ul style="list-style-type: none"> Kick, Reach, blow bubbles, knees under, Turn head to look where going May chant “Hubble bubble toil and trouble, witches brew will make you see double” 	<ul style="list-style-type: none"> They can then count how many each one has got. They can mix the ingredients together with a magic wand (may be a finger or small wand)
	<p>Need to go to the Magic Wishing Well where they bath in the waters which give them magic powers – swimming teacher holds a woggle rainbow with a watering can.</p> <ul style="list-style-type: none"> The children swim around in a circle under the Wishing Well where the water pours over them. When they go under the Wishing Well they put their faces in the water and blow bubbles. Return to poolside for a rest, where they hold onto poolside and lay their heads back into the water. Woggle is now around their shoulders. 	<ul style="list-style-type: none"> Kick, stretch legs, fast kick, Face in, blow bubbles 	

Main Theme	<ul style="list-style-type: none"> One at a time they push away from the wall, raising their heads to return to the wall on their fronts swimming. 	<ul style="list-style-type: none"> Eyes look up, tummy up, legs stretched, look forward, tuck chin in, roll forward, kick legs, reach with arms 	<ul style="list-style-type: none"> Here they are looking to see if the moon is out and when it is not they scurry back to the safety of their “den” (poolside)
	<p>Now the moon is out they can swim on their backs, counting the bats flying around –</p> <ul style="list-style-type: none"> Either back crawl leg kick or back paddle (depending on ability) 	<ul style="list-style-type: none"> Eyes look up, tummy up, stretch legs, fast kick, Make the water bubble, flap arms , push water to feet 	<ul style="list-style-type: none"> This may be repeated more than once
Contrasting Activity	<p>Treats have been put out for them, but they have fallen into the pond and they have to swoop down to pick them up</p> <ul style="list-style-type: none"> Sinkers are placed on the pool floor, steps, or held just below the surface – depending on ability – as the treats One at a time the children push and glide or swim or jump up and down to pick up the treats. 	<ul style="list-style-type: none"> Chin to chest, look down, bottom up, reach with arms 	<ul style="list-style-type: none"> This activity is repeated a number of times.
	<ul style="list-style-type: none"> After these treats the witches and wizards are tired and lie still for a rest – star float with or without woggle for support, depending on ability. 	<ul style="list-style-type: none"> Spread arms and legs wide, look up, tummy up 	<ul style="list-style-type: none"> Count how long they can rest for
Safe exit	<p>After their rest it is time to return to their “den’s” as the sun is beginning to rise.</p>		<ul style="list-style-type: none"> They return to poolside, where they exit safely depending on the pool environment, age and ability

Halloween Themed Intermediate Lesson

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	Teaching Practices	Teaching Points	Teachers Notes
Safe Entry	<ul style="list-style-type: none"> On poolside shake your body to awaken it from sleep, you have become a ghost, goblin or skeleton Swivel entry 	<ul style="list-style-type: none"> Both hands to one side, roll onto tummy, hold on to slide in, mind chin 	
Introduction	<ul style="list-style-type: none"> Chose one person to be the Ghost and they go to the middle of the pool. The rest have to try to swim across without being touched if they are they too become a ghost to help touch their classmates. 	<ul style="list-style-type: none"> Run or swim fast, reach for the person 	<ul style="list-style-type: none"> The game finishes when everyone has become a ghost
Main Theme	Front crawl kick practices; body alignment practice <ul style="list-style-type: none"> Each child has a float with a plastic cup (goblet) half filled with water balancing on it They are Goblins taking refreshment to their Master. Each time the cup falls off they have to return to the side and begin again 	<ul style="list-style-type: none"> Arms straight, head still, fast shallow kick, make the water bubbles 	
	Front crawl breathing practices: float held top and bottom, arm bent in "C" shape <ul style="list-style-type: none"> The children are Dragons coming out of their lair – they breathe their fire out into the water and turn their heads to take in fresh air 	<ul style="list-style-type: none"> Blow air out through nose and mouth, roll head to breathe in, Roll head back into water, eyes look under float 	<ul style="list-style-type: none"> Repeat using other arm
	Back crawl leg kick practices with double arm action <ul style="list-style-type: none"> The children are Dragons with large wings Moving across the pool and back using back crawl leg kick and large double arm action – legs move fast, arms move slow 	<ul style="list-style-type: none"> Eyes look up, tummy up, long legs, fast shallow kick, Make the water bubble, thumbs out, little fingers in, Pull down too sides 	
Main Theme	Skeletons <ul style="list-style-type: none"> Push and glide into Front crawl using limbs long and straight 	<ul style="list-style-type: none"> Long and narrow like an arrow, speedboat legs, Arms move continuously, roll head to breathe, roll head back to breathe out 	
	Skeletons	<ul style="list-style-type: none"> Long and narrow like an 	

	<ul style="list-style-type: none"> • Push and glide into Back crawl using limbs long and straight 	<p>arrow, up look up, tummy up, long legs, fast shallow kick,</p> <ul style="list-style-type: none"> • Thumb out, little finger in, arms keep moving 	
Contrasting Activity	<p>Dragons returning to their liar</p> <ul style="list-style-type: none"> • Jump entry, swim down through hoop and return to poolside 	<ul style="list-style-type: none"> • Like a pencil, curl up, look for hoop, eyes open, blow out (exhale) swim through hoop 	
	<p>Goblins picking up the treasures and trinkets left behind after the party</p> <ul style="list-style-type: none"> • Sinkers scattered on the pool floor 	<ul style="list-style-type: none"> • Chin in, look down, bend at hips, eyes open, reach with hands, blow out (exhale) 	<ul style="list-style-type: none"> • One by one the children retrieve their “treasures”
Safe exit	<ul style="list-style-type: none"> • Children climb out onto poolside 		

Halloween Themed Games for Advanced Lessons

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	Game Rules
Fishing for Treats	<ul style="list-style-type: none"> • Two Teams • Floating objects thrown all over the pool • First member of the team begins by entering the water with a straddle entry, they are carrying a fishing net and have to pick up one “treat” and bring it back. • Once “landed” the net is passed to the next team member to retrieve another treat. The team to complete first is the winner
Diving for Treats	<ul style="list-style-type: none"> • Two Teams • Sinkers are scattered on the pool floor • First member of the team dives into the pool and retrieves as many “treats” as possible – returning to the poolside with the “treats” by swimming on their back. • The “treats” are tallied by the swimming teacher from each team and then the “treats” thrown back in for the next team member to go. • The winner is the team that retrieves the most “treats”
Haunted Castle	<ul style="list-style-type: none"> • Two teams: two big rafts, or team members tread water if no rafts available. • One team member on poolside. • A time limit may be set to collect all team members from the “Haunted Castle” before Midnight when they are Eaten by the Monsters • Or it may be the first team to succeed in safely rescuing everyone. • The team member on poolside slides into the water with a woggle, float or body board and “rescues” a person. They return to safety, climbing out onto poolside. The “rescued” person then sets off again to “rescue “ another and so on until everyone is “rescued “ or time runs out. • This can be done another way: • Team members tread water waiting to be “rescued” the one on poolside enters the water pushing the raft out. The Rescuer then climbs onto the raft and the “rescued” team members push the raft back to safety. The game finishes when all team members are sitting down on poolside.
Dress Up Relay Race	<ul style="list-style-type: none"> • Relay race: 4 in each team. • Good for treading water practice • Raft or floats in the pool with items on: A witches hat, a wig, a false nose, a cape • One team member swims out to retrieve an item and return to the side wearing it. • This is then passed to the next team member who puts it on and swims out to retrieve another item, putting it on as well to return to the side. • Both items are passed to the third member, who puts them on and swims out to retrieve the third, putting it on to swim back • The last team member swims out wearing three items and returns wearing the four. Once this team member has climbed out onto the side and all four members of the team are sitting down the game finishes.
Witches/ Wizards Cauldron Race	<ul style="list-style-type: none"> • Relay race: 4 in each team (could be 2 teams of 6) • Good for leg kick and body alignment practice • 1 floating hoop in the water for each team. This is the witches/wizards cauldron! • First team member swims out to the cauldron carrying a float and a plastic goblet (cup). On reaching the cauldron the goblet is filled with water, placed on the “tray” (float) and returned to the side where the tray is passed to the second team member. They swim to the cauldron

with the tray, one filled goblet and an empty one, which is then filled, returned and given to the next team member and so on until all team members have visited the cauldron and returned with the goblets filled.

- If one is spilt then that team member must return and fill it again before passing the tray with filled goblets to the next team member
- The game finishes when the last team member is on poolside with the tray and goblets filled.