



SARAH & JESSIE'S HALLOWE'EN HELPERS

8 PUZZLES • 6 COLOURING PAGES • FREE

Magic Garden Series

A Little Help Is Magic

20 October 2026 • Friendly Hallowe'en Helpers

An original Magic Garden poem • Read aloud or read along

An owl lost a ribbon, a bunny lost a bow,
A little ghost was shy and did not know where to go.
Sarah shared a smile and Jessie held the light,
A fairy found the pathway shining warm and bright.
A helping hand, a kindly word, a moment just to care,
Can make a happy difference for the friends we meet out there.
No giant spells or magic wands are needed for this part:
The brightest Hallowe'en helper has a generous heart.



LET'S TALK: What could you do to make a friend feel welcome?

Sarah and Jessie find a little ghost who has lost a lantern. The sisters invite Bunny, Luna the owl and a friendly fairy to help them make everyone feel welcome.

Magic Garden Series

1. Who Needs a Helping Hand?

20 October 2026 • Friendly Hallowe'en Helpers

For younger explorers • Ages 3-5



Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

Sarah and Jessie meet magical friends who need help. Match each friend with something that will help them.

DRAW A LINE FROM EACH LEFT BOX TO ITS MATCH

OWL

CARROT

BUNNY

LANTERN

FAIRY

MAP

GHOST

FLOWER

My lines:

◆ ◆ ◆ MAGIC GARDEN FUN ◆ ◆ ◆

How could you help Sarah welcome a shy friend?

Magic Garden Series

2. Search for the Secret Words

20 October 2026 • Friendly Hallowe'en Helpers

For explorers • Ages 6-7 and 8-10



Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

Jessie found eight helpful words on the Hallowe'en pathway. Can you uncover all eight?

CIRCLE EACH WORD IN THE LETTER GRID

I	V	D	N	I	K	T	V	U	A	K	I
O	K	H	T	A	X	A	B	S	X	C	P
D	W	N	R	Q	Q	F	L	R	U	E	J
X	F	L	U	M	G	Z	S	U	F	K	X
J	Y	L	E	R	A	H	S	F	I	F	X
B	U	N	N	Y	J	Z	F	T	S	F	C
V	J	F	P	L	E	H	T	I	C	O	R
Y	Z	F	A	B	G	M	O	Z	K	A	X
A	T	M	I	I	R	T	H	G	I	L	A
I	J	A	E	N	R	I	K	O	G	J	B
M	N	P	V	Y	R	Y	V	H	M	A	F
P	C	I	R	F	F	R	I	E	N	D	B

HELP • KIND • SHARE • FRIEND
FAIRY • OWL • BUNNY • LIGHT

◆ ◆ ◆ MAGIC GARDEN FUN ◆ ◆ ◆

BONUS: Use two kindness words in a sentence about Jessie.

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3. Help Bunny Reach a Friend

20 October 2026 • Friendly Hallowe'en Helpers

For younger explorers • Ages 3-5

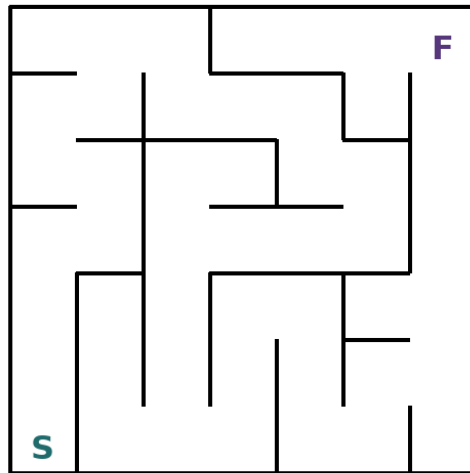


Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

Sarah wants to help Bunny find a friend near the lanterns. Trace a safe route from S to F.

START: bottom-left | FINISH: top-right



Trace the path with your pencil. No diagonal moves.

◆ ◆ ◆ MAGIC GARDEN FUN ◆ ◆ ◆

BONUS: What could Sarah say to welcome Bunny?

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4. A Teamwork Trail

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For explorers • Ages 6-7 and 8-10

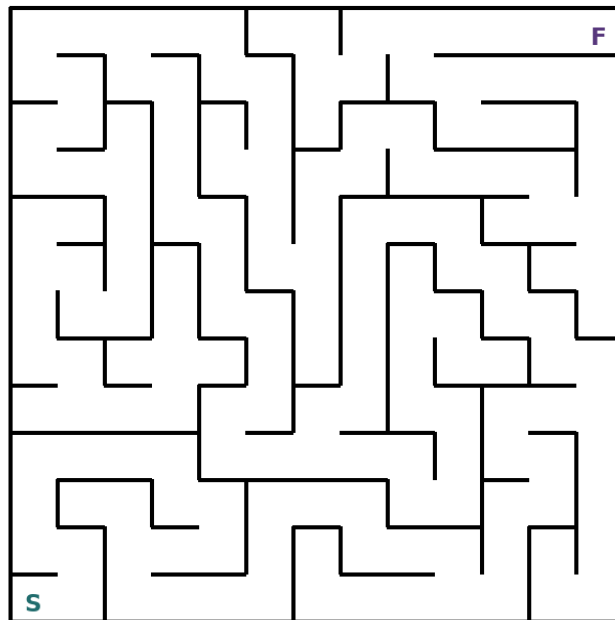


Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

Jessie and Luna are looking for the longest helpful path through the garden. Find a route from S to F.

START: bottom-left | FINISH: top-right



Trace the path with your pencil. No diagonal moves.

♦ ♦ ♦ MAGIC GARDEN FUN ♦ ♦ ♦

BONUS: How would Jessie encourage someone who feels lost?

5. Meet the Friendly Ghost

20 October 2026 • Friendly Hallowe'en Helpers

For younger explorers • Ages 3-5

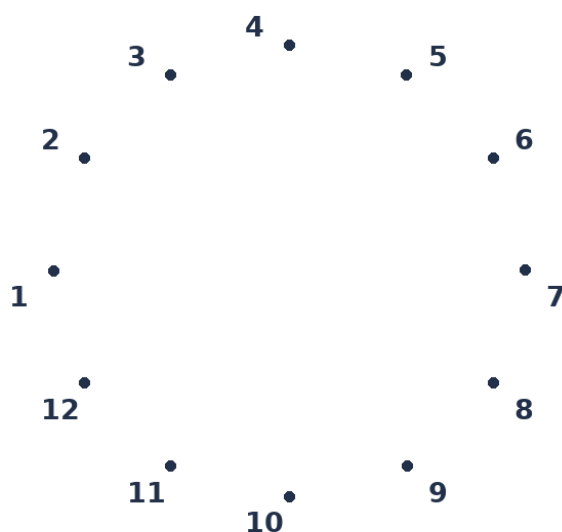


Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

Sarah welcomes a shy little ghost to the Hallowe'en celebration. Connect the dots to discover their friend.

CONNECT 1 TO 12, THEN COLOUR YOUR DISCOVERY



Begin at 1 and connect each number in order.

♦ ♦ ♦ MAGIC GARDEN FUN ♦ ♦ ♦

Give Sarah's new ghost friend a kind name.

6. The Helpful Owl

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For explorers • Ages 6-7 and 8-10

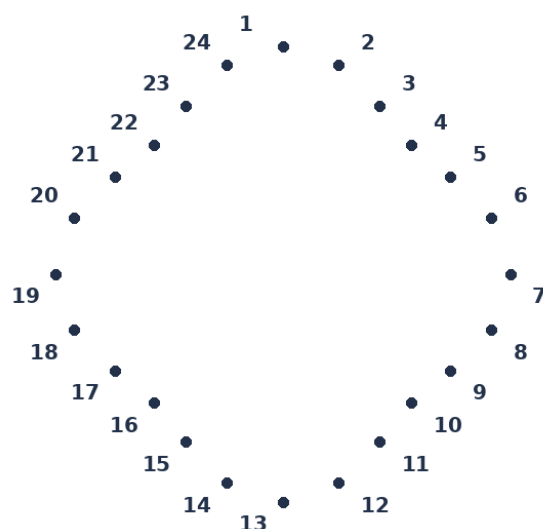


Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

Jessie hears a wise owl calling from the lantern tree. Join the dots and give the owl a colourful home.

CONNECT 1 TO 24, THEN COLOUR YOUR DISCOVERY



Begin at 1 and connect each number in order.

♦ ♦ ♦ MAGIC GARDEN FUN ♦ ♦ ♦

What wise advice could Luna give Jessie?

7. Helping Friends Pattern Game

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For younger explorers • Ages 3-5



Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

The sisters are putting kindness symbols on their lanterns. Work out what comes next in each pattern.

WHAT COMES NEXT? WRITE A LETTER IN EACH BLANK.

1.

H

S

H

S

_

2.

O

B

O

B

_

3.

C

C

L

C

C

_

4.

F

G

F

G

_

5.

T

K

T

K

_

H=heart S=star O=owl B=bunny C=care L=light F=fairy G=ghost T=team K=kind

♦ ♦ ♦ MAGIC GARDEN FUN ♦ ♦ ♦

Write one kind thing the sisters could do today.

8. The Magical Word Crossword

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For explorers • Ages 6-7 and 8-10

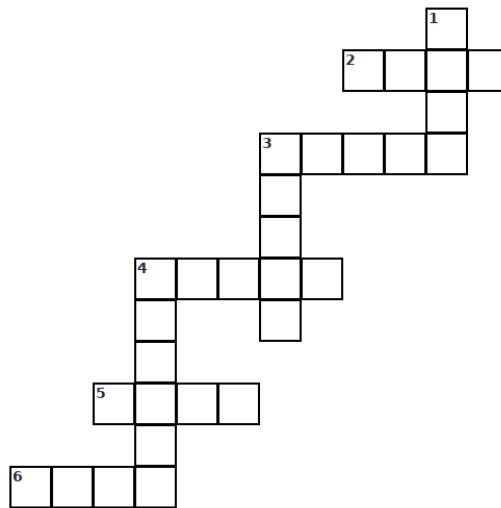


Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

Sarah and Jessie found a crossword in Luna's library. Solve the clues about friendship and helping.

SOLVE THE CROSSWORD: USE THE CLUES BELOW



ACROSS

- 2. People working together.
- 3. A happy expression on your face.
- 4. A tiny magical garden friend.
- 5. Something kind friends give each other.
- 6. Being gentle and caring.

DOWN

- 1. Show concern for another.
- 3. Let someone else use something with you.
- 4. Someone you like and care about.

◆ ◆ ◆ MAGIC GARDEN FUN ◆ ◆ ◆

BONUS: Write a new kindness clue for Sarah and Jessie.

Colouring Page 1: Friendly ghost

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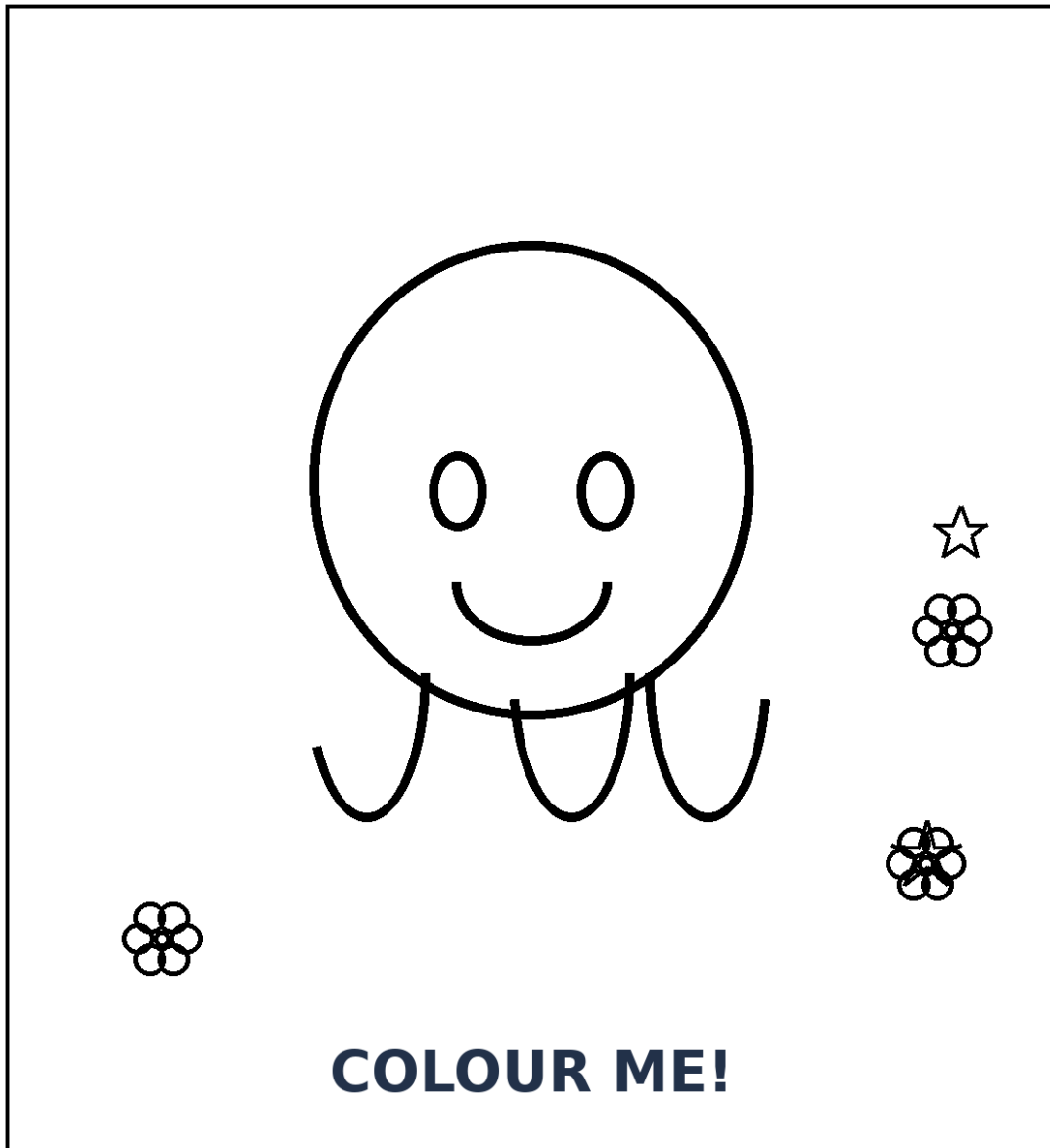
Ages 3-5



Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

Sarah welcomes a shy ghost to the Magic Garden. Choose friendly colours for the ghost's celebration!



COLOUR ME!

My Magic Garden detail: _____

Colouring Page 2: Wise owl

20 October 2026 • Friendly Hallowe'en Helpers

Ages 3-5



Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

Jessie asks Luna the owl where their friend might be. Colour Luna beneath the autumn sky!



My Hallowe'en colour choices: _____

Colouring Page 3: Helpful bunny

20 October 2026 • Friendly Hallowe'en Helpers

Ages 3-5



Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

The sisters help Bunny carry a lantern. Give their helpful little friend some colour!



My story idea for Sarah & Jessie: _____

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Colouring Page 4: Fairy and flower

20 October 2026 • Friendly Hallowe'en Helpers

Ages 6-10



Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

Sarah meets a fairy helping flowers along the Hallowe'en path. Brighten their garden scene!



COLOUR ME!

My Magic Garden detail: _____

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Colouring Page 5: Magic lantern garden

20 October 2026 • Friendly Hallowe'en Helpers

Ages 6-10



Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

Jessie carries a lantern through the Magic Garden. Colour the path that leads friends together!



My Hallowe'en colour choices: _____

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Colouring Page 6: Friends share a star

20 October 2026 • Friendly Hallowe'en Helpers

Ages 6-10



Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

Sarah and Jessie share a star with their new friends. Colour the friendship celebration!



My story idea for Sarah & Jessie: _____

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The Lost Lantern

AGES 3-5 • Choose a helpful action



Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

Sarah and Jessie find Pip, a shy ghost who has lost a lantern. Circle the kindest choice for helping Pip, then show how Pip might feel.

+ A FRIENDLY GHOST NEEDS HELP! +

Pip the ghost lost a lantern. Which choice is KIND?

- ☐ A. Laugh at Pip.
- ☐ B. Help Pip look for it.
- ☐ C. Hide Pip's other lantern.

Draw a face to show how Pip might feel when you help:



MY DISCOVERY / MY KINDNESS IDEA: _____

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20 OCTOBER 2026 • FRIENDLY HALLOWE'EN HELPERS

A Kindness Badge

AGES 3-5 • Make a helper symbol



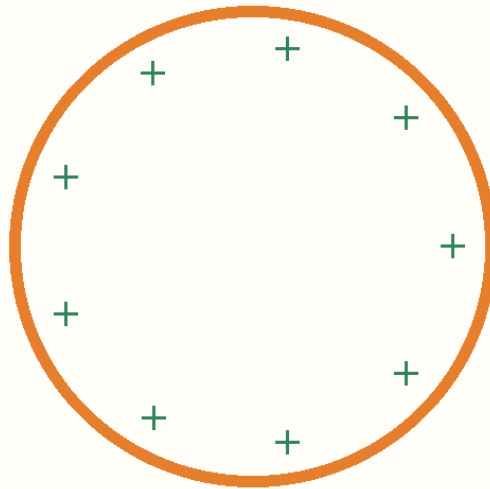
Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

Jessie wants every Hallowe'en helper to feel included. Design a kindness badge for Sarah, Jessie or yourself, and explain your symbol.

+ MY HELPFUL HALLOWE'EN BADGE

Invent a badge that tells everyone how you can help.



I will help by: _____

MY DISCOVERY / MY KINDNESS IDEA: _____

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20 OCTOBER 2026 • FRIENDLY HALLOWE'EN HELPERS

Help Every Magical Friend

AGES 6-7 • Match a need to a kind response



Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

Sarah and Jessie have three friends who need different kinds of help. Write a useful response for each, then explain which problem you would solve first.

+HELPER MATCH: NEEDS & SOLUTIONS

CASE 1: Owl cannot see a path

I could help by: _____

CASE 2: Bunny feels left out

I could help by: _____

CASE 3: Fairy loses a ribbon

I could help by: _____

BONUS: Which friend would you help FIRST? Why?

+_____+

MY DISCOVERY / MY KINDNESS IDEA: _____

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The Missing Lantern Story

AGES 6-7 • Read closely and explain teamwork



Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

Join Sarah, Jessie, Luna and Pip in their missing-lantern story. Read it carefully and answer the four questions using evidence from the story.

+ READ & REASON: THE MISSING LANTERN +

At the enchanted Hallowe'en path, Luna the owl carried a lantern. A gust of wind blew out its light. Pip the ghost offered to guide Luna, but Pip was shy. Sarah thanked Pip and Jessie found a safe path marked by glowing flowers. Together they arrived.

1. What problem did Luna have?

2. How did Pip offer to help?

3. What did Sarah do to encourage Pip?

4. Why did teamwork succeed?

MY DISCOVERY / MY KINDNESS IDEA: _____

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Asha's Teamwork Mission

AGES 8-10 • Plan under a ten-minute deadline



Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

Sarah and Jessie have ten minutes before the Magic Garden parade. Plan how two helpers, a ribbon and a lantern can support their three friends fairly.

+THE ASHA TEAMWORK MISSION+

The parade starts in TEN minutes. Three friends need help:

OWL A path sign has fallen.

BUNNY A treat basket is too heavy.

GHOST A new friend is worried and alone.

You have: a ribbon, a lantern and TWO other helpers.

Plan an order of help. Who does what, and why?

MY DISCOVERY / MY KINDNESS IDEA: _____

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The Kindness Detective

AGES 8-10 • Reason from evidence, not assumptions



Friendly Hallowe'en Helpers

Sarah & Jessie • Hallowe'en Shenanigans

The sisters disagree about who should carry the lantern. Separate the facts from assumptions, then propose a safe, inclusive solution.

+KINDNESS DETECTIVE: WHAT IS FAIR?+

Two children both want to carry the only lantern.
One can see the path better; the other feels left out.

DECISION

Suggest a fair solution that keeps everyone safe.

EVIDENCE

What facts do you KNOW from the story?

EMPATHY

How could you include both children?

NEW PLAN

How would you know your plan worked?

MY DISCOVERY / MY KINDNESS IDEA: _____