



Halloween Mythology



For this unit's cultural project, you, and possibly a partner, will either be creating a 3-D representation of a Haunted Attraction OR a Halloween Costume (Miniature Sized of Course).

Option 1 – Haunted Attraction (Group Option)

- Suggested Topics: Haunted House, Barn, Prison or Asylum, Hayride, Corn Maze, Amusement Park Ride, Carnival

Guidelines

- 2-3 students per group
- At least 16" x 12" (Negotiable – Discuss with Mr. Rink)
- This is not a map. There must be some 3-D component to the project. Whether it be objects, or the structure itself.
- Suggested Materials Include: Cardboard, Construction Paper, Cloth, Material, Miniature Accessories, Legos, Other Building Toys, 3-D Printed Materials

Option 2 – Costume Design (Solo Option)

- Suggested Topics: A character that has holiday-based roots (Example: A Witch, Vampire, Zombie or Werewolf for Halloween, A Sugar Skull for Día de los Muertos, etc.)
- No pop-culture related characters (i.e. – No Marvel or Disney Characters, Athletes, etc)

Guidelines

- 1 student per group
- You must use a 10", or larger, doll, action figure, etc. for your costume.
Talk to Mr. Rink about options.
- Suggested Materials Include: Cardboard, Construction Paper, Cloth Material, Miniature Accessories, Legos, Doll Accessories, 3-D Printed Materials

Point Value

This assignment is worth 100 points.

