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Watermelon Challenge

Goal:

To correctly guess the amount of rubber bands it takes to make the watermelon explode.

Instructions:

- 1) As a family, guess how many rubber bands it will take to make the watermelon explode.
- 2) Put rubber bands around the middle of your melon- counting as you go. Smaller melons usually explode faster.
- 3) Keep putting rubber bands around the same area of the melon until it explodes. You'll probably want to do this game outside! You may want to preload your melon with 50-100 rubber bands.

Laughing Game

Goal:

Get everyone one else to laugh before you do!

Instructions:

- 1) Sit in a circle facing each other.
- 2) Take turns trying to make everyone else laugh. You can act something out, tell a joke, make a funny face, etc. Just don't laugh yourself!
- 3) If you laugh, you're out. Last person to not laugh wins (or do they!?)

Blanket Game

Goal:

To correctly guess the number of people under the blanket.

Instructions:

- 1) One person, the Guesser, stays out of the room while the rest of the people make a formation (YMCA, a pyramid, etc). You can use as many or as little people as you want.
- 2) A moderator then covers up the formation with blankets. Everyone else on the team hides.
- 3) The Guesser returns to the room and tries to figure out how many people are under the blankets.

Human Knot

Goal:

To get untangled without letting go of hands.

Instructions:

- 1) Stand in a circle shoulder to shoulder.
- 2) Take the hand of the person across from you. Then hold hands with a different person not next to you.
- 3) Now you are knot! Untangle yourselves without letting go!

Secret Dancer

Goal:

For the Detective to figure out who the Secret Dancer is.

Instructions:

- 1) Everyone except one person stands in a circle.
- 2) The person not in the circle is the Detective. Ask the Detective to leave for a few minutes.
- 3) The people in the circle pick a Secret Dancer.
- 4) The Secret Dancer picks a dance move. Everyone else must copy all their dance moves for the rest of the game. Invite the Detective back in.
- 5) The Detective has to figure out who the Secret Dancer is within three guesses. The Secret Dancer changes dance moves as often as they can without getting caught.

Silly Story

Goal:

To make funny story!

Instructions:

- 1) Grab a big piece of paper and something to draw with.
- 2) The first person starts drawing as they tell their story.
- 3) After a few sentences, they pass the drawing tool on to the next person who continues to draw and tell the story. They can add to the drawing or modify what is already there.
- 4) Enjoy your finished creation!

Hula Hoop Pass

Goal:

To get the hoop to the other side.

Instructions:

- 1) Everyone stand in a line holding hands.
- 2) The first person starts with a hula hoop on their free arm. They must pass the hoop over to the person connected to them and so on.
- 3) Mix it up! Set a timer and see how fast you can do it. Switch the order of people and try again. Do it in a circle instead so you can watch each other.

Cup Stack

Goal:

To stack all the cups into a pyramid together.

Instructions:

- 1) Tie a string for each person on to a rubber band that can fit over your cups. Place six paper or plastic cups on the table upside down.
- 2) Each person grabs a string. Together use your strings to grab the cup and stack them into a pyramid.
- 3) Once you get it down, try it with more cups and different formations!

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