



# SOS Word Grid Game

Name(s): \_\_\_\_\_

Ages 8–12 • 2 players • About 12 min

## Make your move

1. Share the grid. Take turns writing S or O in any empty square.
2. Each new straight SOS (across, down or diagonal) scores 1 point.
3. Count every new SOS through your letter, including overlaps.
4. Score? Take another turn. No score? Pass. Full board ends play.
5. Most points wins; equal scores are a draw. Tally points below.

|   | A | B | C | D | E | F |
|---|---|---|---|---|---|---|
| 1 |   |   |   |   |   |   |
| 2 |   |   |   |   |   |   |
| 3 |   |   |   |   |   |   |
| 4 |   |   |   |   |   |   |
| 5 |   |   |   |   |   |   |
| 6 |   |   |   |   |   |   |

Tally / rolls: A \_\_\_\_\_

B \_\_\_\_\_

A score: \_\_\_\_\_ B score: \_\_\_\_\_

Winner / score / completed: \_\_\_\_\_



# Paper Nim Strategy Game

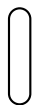
Name(s): \_\_\_\_\_

Ages 7–12 • 2 players • About 8 min

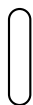
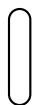
## Choose your twigs

1. Share the four rows. Take turns crossing out 1 or more marks.
2. All marks crossed out on a turn must come from just ONE row.
3. You may take some or all remaining marks in that row.
4. The player crossing out the very last mark WINS.
5. No pass turns. Start a new game on fresh paper.

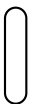
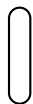
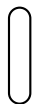
**Row 1**



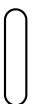
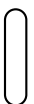
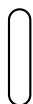
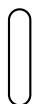
**Row 2**



**Row 3**



**Row 4**



Last mark crossed by: \_\_\_\_\_

Winner / score / completed: \_\_\_\_\_

# Categories Race

Name(s): \_\_\_\_\_

Ages 8–12 • 2 players • About 10 min



## Your word sprint

1. One sheet, two players. Use the printed starting letter each round.
2. Write one fitting word for each category in your own column.
3. Allow 2 minutes per round; use a clock or agree when both finish.
4. A valid answer scores 1; identical answers score 0 for both.
5. Compare kindly. Add all three rounds; highest total wins.

**Player A**

**Player B**

### Round 1 — Letter B

Animal

---

---

Food

---

---

Place

---

---

Object

---

---

### Round 2 — Letter S

Animal

---

---

Food

---

---

Place

---

---

Object

---

---

### Round 3 — Letter M

Animal

---

---

Food

---

---

Place

---

---

Object

---

---

Answers: player A on left • player B on right

Winner / score / completed: \_\_\_\_\_

# Secret Code Breaker



Name(s): \_\_\_\_\_

Ages 7–10 • 1 player • About 10 min

## Crack the clues

1. Use the number key: A=1, B=2 and so on to Z=26.
2. Decode each message into the writing boxes.
3. Use a space when you see a slash. Check every letter.
4. Finish all three messages to complete the mission.
5. Optional answer key is a separate page.

|      |      |      |      |      |      |      |      |      |      |      |      |      |
|------|------|------|------|------|------|------|------|------|------|------|------|------|
| A=1  | B=2  | C=3  | D=4  | E=5  | F=6  | G=7  | H=8  | I=9  | J=10 | K=11 | L=12 | M=13 |
| N=14 | O=15 | P=16 | Q=17 | R=18 | S=19 | T=20 | U=21 | V=22 | W=23 | X=24 | Y=25 | Z=26 |

**16-12-1-25-/-20-15-7-5-20-8-5-18**

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**6-9-14-4-/-20-8-5-/-19-20-1-18**

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**25-15-21-/-4-9-4-/-9-20**

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Winner / score / completed: \_\_\_\_\_

# Make Ten Challenge



Name(s): \_\_\_\_\_

Ages 4–6 • 1 player • About 8 min

## Make a full ten

1. An adult can read the rules. Count the dots in each frame.
2. Draw more dots in the empty boxes until the frame has TEN.
3. Write how many dots you added on the line.
4. Complete all six frames. Count each one again to check.

|   |   |  |  |  |
|---|---|--|--|--|
| ○ | ○ |  |  |  |
|   |   |  |  |  |

I added: \_\_\_\_\_

|   |   |   |   |  |
|---|---|---|---|--|
| ○ | ○ | ○ | ○ |  |
|   |   |   |   |  |

I added: \_\_\_\_\_

|   |   |   |   |   |
|---|---|---|---|---|
| ○ | ○ | ○ | ○ | ○ |
| ○ |   |   |   |   |

I added: \_\_\_\_\_

|   |   |   |  |  |
|---|---|---|--|--|
| ○ | ○ | ○ |  |  |
|   |   |   |  |  |

I added: \_\_\_\_\_

|   |   |   |   |   |
|---|---|---|---|---|
| ○ | ○ | ○ | ○ | ○ |
| ○ | ○ |   |   |   |

I added: \_\_\_\_\_

|   |   |   |   |   |
|---|---|---|---|---|
| ○ | ○ | ○ | ○ | ○ |
|   |   |   |   |   |

I added: \_\_\_\_\_

Winner / score / completed: \_\_\_\_\_

# Roll and Cover

Name(s): \_\_\_\_\_

Ages 5–8 • 2 players • About 10 min



## Roll and play

1. Share the sheet. Each player uses their own board.
2. Take turns rolling ONE die. Cross out that number on your board.
3. If it is already crossed out, your turn ends.
4. First to cross out all six numbers wins.
5. No die? A helper chooses a number 1–6 without looking at boards.

## Player A

1

2

3

4

5

6

## Player B

1

2

3

4

5

6

Winner / score / completed: \_\_\_\_\_



# Drawing Duel

Name(s): \_\_\_\_\_

Ages 6–12 • 2 players • About 12 min

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## Pick a prompt

1. Share the page. Each player draws in their own panel.
2. Both use the same three prompts printed below.
3. Allow 5 minutes, or finish when both are ready.
4. Give yourself 1 point for each prompt clearly included.
5. Maximum 3 points each. Equal scores are a shared win!

### Player A

### Player B

**A home • Something that flies • A friendly pet**

A points: \_\_\_\_ /3    B points: \_\_\_\_ /3

Winner / score / completed: \_\_\_\_\_



# Five in a Row Challenge

Name(s): \_\_\_\_\_

Ages 8–12 • 2 players • About 15 min

## Think a step ahead

- 1. Share one board. Player A uses X; player B uses O.
- 2. Take turns marking any empty square. No gravity rule.
- 3. First to make FIVE or more in a straight line wins.
- 4. Lines may run across, down or diagonally.
- 5. A full board with no winning line is a draw.

|    | A | B | C | D | E | F | G | H | I | J | K |
|----|---|---|---|---|---|---|---|---|---|---|---|
| 1  |   |   |   |   |   |   |   |   |   |   |   |
| 2  |   |   |   |   |   |   |   |   |   |   |   |
| 3  |   |   |   |   |   |   |   |   |   |   |   |
| 4  |   |   |   |   |   |   |   |   |   |   |   |
| 5  |   |   |   |   |   |   |   |   |   |   |   |
| 6  |   |   |   |   |   |   |   |   |   |   |   |
| 7  |   |   |   |   |   |   |   |   |   |   |   |
| 8  |   |   |   |   |   |   |   |   |   |   |   |
| 9  |   |   |   |   |   |   |   |   |   |   |   |
| 10 |   |   |   |   |   |   |   |   |   |   |   |
| 11 |   |   |   |   |   |   |   |   |   |   |   |

A score: \_\_\_\_\_ B score: \_\_\_\_\_

Winner / score / completed: \_\_\_\_\_



# Tic-Tac-Toe Tournament

Name(s): \_\_\_\_\_

Ages 6–10 • 2 players • About 10 min

## Let the rounds begin

1. Share nine boards. A uses X; B uses O. Alternate who starts.
2. Take turns marking an empty square on the current board.
3. Three in a row across, down or diagonally wins that round.
4. Stop a round on a win; a full board without a win is a draw.
5. Win = 2 points; draw = 1 each. After 9 rounds, highest total wins.

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |

Round 1: A / B / draw

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |

Round 2: A / B / draw

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |

Round 3: A / B / draw

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |

Round 4: A / B / draw

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |

Round 5: A / B / draw

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |

Round 6: A / B / draw

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |

Round 7: A / B / draw

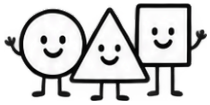
|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |

Round 8: A / B / draw

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |

Round 9: A / B / draw

Winner / score / completed: \_\_\_\_\_



# Shape Capture

Name(s): \_\_\_\_\_

Ages 6–9 • 2 players • About 10 min

## Spot your next shape

1. Share the grid. A uses X; B uses O. Take turns claiming a cell.
2. Score its printed shape: circle 1, triangle 2, square 3.
3. After your first claim, your next cell must share an EDGE with one you own.
4. If you have no legal cell, pass. Stop after both pass or grid is full.
5. Add your shape values. Highest total wins; a tie is a draw.

|   | A                                                                                   | B                                                                                   | C                                                                                   | D                                                                                   | E                                                                                    | F                                                                                     |
|---|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| 1 |    |    |    |    |    |    |
| 2 |   |   |   |   |   |   |
| 3 |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |

**Circle = 1   Triangle = 2   Square = 3**

Winner / score / completed: \_\_\_\_\_



# Territory Takeover

Name(s): \_\_\_\_\_

Ages 8–12 • 2 players • About 15 min

## Build your territory

1. Share the board. A starts at A1; B starts at H8. Mark those cells.
2. Take turns claiming ONE empty cell sharing an edge with your territory.
3. No diagonal connections and no jumping over the other player.
4. If blocked, pass. End when both pass in succession or board is full.
5. Count cells including starts. Most cells wins; equal totals draw.

|   | A | B | C | D | E | F | G | H |
|---|---|---|---|---|---|---|---|---|
| 1 | A |   |   |   |   |   |   |   |
| 2 |   |   |   |   |   |   |   |   |
| 3 |   |   |   |   |   |   |   |   |
| 4 |   |   |   |   |   |   |   |   |
| 5 |   |   |   |   |   |   |   |   |
| 6 |   |   |   |   |   |   |   |   |
| 7 |   |   |   |   |   |   |   |   |
| 8 |   |   |   |   |   |   |   | B |

A score: \_\_\_\_\_ B score: \_\_\_\_\_

Winner / score / completed: \_\_\_\_\_

# Word Guess Challenge



Name(s): \_\_\_\_\_

Ages 7–12 • 2 players • About 12 min

## Hide it, then guess

1. Fold the answer flap down the marked line. One player chooses a 5-letter word.
2. Write it only on the hidden flap. Show five blank letter spaces.
3. The guesser names one letter each turn; repeat guesses cost no turn.
4. Writer fills EVERY matching space, or crosses off one miss circle.
5. Guesser wins by filling the word before 8 misses. Swap roles on fresh paper.

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|--|--|--|--|--|

Misses (cross one each time):

|  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|

Guessed letters:

|  |
|--|
|  |
|  |
|  |

**FOLD UNDER • Writer's secret 5-letter word:**

|  |
|--|
|  |
|--|

Winner / score / completed: \_\_\_\_\_

# Word Ladder Challenge



Name(s): \_\_\_\_\_

Ages 8–12 • 1 player • About 12 min

## Climb the word ladder

1. Change ONE letter each step to make a real English word.
2. Keep three letters in every word; never rearrange them.
3. Use the four spaces to move from CAT to DOG.
4. One space may stay unused. Finish all steps to win.
5. A checked example route is on the separate optional key.

|        |   |   |   |
|--------|---|---|---|
| START  | C | A | T |
| Step 1 |   |   |   |
| Step 2 |   |   |   |
| Step 3 |   |   |   |
| Step 4 |   |   |   |
| FINISH | D | O | G |

Winner / score / completed: \_\_\_\_\_

# Alphabet Challenge



Name(s): \_\_\_\_\_

Ages 7–12 • 1 player • About 12 min

## Take a letter

1. Write a real thing you might pack for a trip for each letter.
2. Use the starting letter shown beside each writing line.
3. Skip a tricky letter and return to it later.
4. Score 1 for each fitting answer; goal is 20 or more out of 26.
5. Use a dictionary with a helper if you want a cooperative game.

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

Winner / score / completed: \_\_\_\_\_

# Word Building Battle



Name(s): \_\_\_\_\_

Ages 8–12 • 2 players • About 10 min

## Build your word list

1. Share the page. Each player uses their own answer area.
2. Make words of 3 or more letters using the printed letter bank.
3. Do not use a letter more often than it appears in the bank.
4. No names or abbreviations. Write at most 12 words each.
5. Stop when both finish. Each valid word scores its length; highest total wins.

## Letter bank: STONEAR

A 1 \_\_\_\_\_

A 2 \_\_\_\_\_

A 3 \_\_\_\_\_

A 4 \_\_\_\_\_

A 5 \_\_\_\_\_

A 6 \_\_\_\_\_

A 7 \_\_\_\_\_

A 8 \_\_\_\_\_

A 9 \_\_\_\_\_

A 10 \_\_\_\_\_

A 11 \_\_\_\_\_

A 12 \_\_\_\_\_

B 1 \_\_\_\_\_

B 2 \_\_\_\_\_

B 3 \_\_\_\_\_

B 4 \_\_\_\_\_

B 5 \_\_\_\_\_

B 6 \_\_\_\_\_

B 7 \_\_\_\_\_

B 8 \_\_\_\_\_

B 9 \_\_\_\_\_

B 10 \_\_\_\_\_

B 11 \_\_\_\_\_

B 12 \_\_\_\_\_

Winner / score / completed: \_\_\_\_\_

# Rhyme Race

Name(s): \_\_\_\_\_

Ages 6–9 • 2 players • About 10 min



## Listen for a rhyme

1. Share the sheet; each player has a separate answer column.
2. Write ONE real rhyming word beside each prompt.
3. Say the pairs aloud: rhyming words have the same ending sound.
4. A fitting word scores 1 point, even if both players choose it.
5. After 8 prompts, most points wins. Equal scores are a draw.

| Prompt | A answer | B answer |
|--------|----------|----------|
| cat    | _____    | _____    |
| sun    | _____    | _____    |
| cake   | _____    | _____    |
| boat   | _____    | _____    |
| tree   | _____    | _____    |
| mouse  | _____    | _____    |
| light  | _____    | _____    |
| king   | _____    | _____    |

Winner / score / completed: \_\_\_\_\_

# Mystery Word Grid



Name(s): \_\_\_\_\_

Ages 8–12 • 1 player • About 12 min

## Follow the clues

1. Each row hides a word described by its clue.
2. Write the answer across the boxes, one letter per box.
3. Read the first letters down to reveal the secret word.
4. Solve all four clues and write the secret word to finish.

A small animal that squeaks

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|--|--|--|--|--|

A vast body of salt water

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|--|--|--|--|--|

A sea animal with eight arms

|  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|

A bird builds this home

|  |  |  |  |
|--|--|--|--|
|  |  |  |  |
|--|--|--|--|

**First letters spell:** \_\_\_\_\_

Winner / score / completed: \_\_\_\_\_

# Addition Race

Name(s): \_\_\_\_\_

Ages 6–8 • 2 players • About 10 min



## Ready to add?

1. Share the sheet. Each player starts at START on their own path.
2. On your turn solve your next addition problem.
3. Other player checks. Correct? Mark that step and advance one.
4. Incorrect? Stay on that step until your next turn. Use fingers if helpful.
5. First to finish 10 steps wins. The separate key helps a checking adult.

### Player A • START

1.  $1 + 1 = \underline{\quad}$

2.  $2 + 4 = \underline{\quad}$

3.  $3 + 7 = \underline{\quad}$

4.  $4 + 2 = \underline{\quad}$

5.  $5 + 5 = \underline{\quad}$

6.  $6 + 8 = \underline{\quad}$

7.  $7 + 3 = \underline{\quad}$

8.  $8 + 6 = \underline{\quad}$

9.  $9 + 1 = \underline{\quad}$

10.  $10 + 4 = \underline{\quad}$

### Player B • START

1.  $1 + 1 = \underline{\quad}$

2.  $2 + 4 = \underline{\quad}$

3.  $3 + 7 = \underline{\quad}$

4.  $4 + 2 = \underline{\quad}$

5.  $5 + 5 = \underline{\quad}$

6.  $6 + 8 = \underline{\quad}$

7.  $7 + 3 = \underline{\quad}$

8.  $8 + 6 = \underline{\quad}$

9.  $9 + 1 = \underline{\quad}$

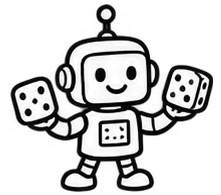
10.  $10 + 4 = \underline{\quad}$

Winner / score / completed: \_\_\_\_\_

# Multiplication Grid Battle

Name(s): \_\_\_\_\_

Ages 8–12 • 2 players • About 15 min



## Roll, multiply, claim

1. Share the grid. A uses X; B uses O. Take turns choosing an empty cell.
2. Multiply the row heading by the column heading. Say and write the answer.
3. Check together. Correct? Add your mark. Incorrect? Leave cell empty and pass.
4. No calculator during turns; use the separate key for checking.
5. Stop after 20 turns each. Most claimed cells wins; equal totals draw.

|   | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| 1 |   |   |   |   |   |   |
| 2 |   |   |   |   |   |   |
| 3 |   |   |   |   |   |   |
| 4 |   |   |   |   |   |   |
| 5 |   |   |   |   |   |   |
| 6 |   |   |   |   |   |   |

Turns A (20): \_\_\_\_\_

Turns B (20): \_\_\_\_\_

Winner / score / completed: \_\_\_\_\_

# Number Target Challenge



Name(s): \_\_\_\_\_

Ages 9–12 • 1 player • About 15 min

## Aim for the number

1. Use all FOUR printed numbers exactly once in each challenge.
2. You may use +, −, ×, ÷ and brackets; no joining digits.
3. Write an expression that equals the target.
4. You can change number order. Division must not be by zero.
5. Complete all six targets to win. One possible answer is in the key.

1. **1** **2** **3** **4** Target **21**

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2. **2** **3** **4** **5** Target **26**

---

3. **1** **3** **4** **6** Target **23**

---

4. **2** **4** **5** **6** Target **18**

---

5. **1** **2** **5** **6** Target **27**

---

6. **3** **4** **5** **6** Target **42**

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Winner / score / completed: \_\_\_\_\_

# Dice Territory

Name(s): \_\_\_\_\_

Ages 7–10 • 2 players • About 12 min



## Roll for your next move

1. Share the board. A uses X; B uses O. Roll one die on your turn.
2. Claim any ONE empty square showing that number.
3. No matching empty square? Your turn ends.
4. Play 12 turns each; record each roll below so turns stay equal.
5. Most claimed cells wins; equal totals draw.

|   | A | B | C | D | E | F |
|---|---|---|---|---|---|---|
| 1 | 3 | 1 | 6 | 4 | 5 | 2 |
| 2 | 1 | 4 | 2 | 5 | 6 | 3 |
| 3 | 5 | 4 | 1 | 3 | 2 | 6 |
| 4 | 3 | 1 | 6 | 5 | 4 | 2 |
| 5 | 2 | 4 | 5 | 6 | 3 | 1 |
| 6 | 5 | 3 | 2 | 4 | 6 | 1 |

Tally / rolls: A \_\_\_\_\_

B \_\_\_\_\_

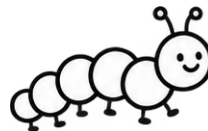
A score: \_\_\_\_\_ B score: \_\_\_\_\_

Winner / score / completed: \_\_\_\_\_

# Number Sequence Battle

Name(s): \_\_\_\_\_

Ages 7–10 • 2 players • About 12 min



## Find the pattern

1. Share the sheet; A and B have separate but equally difficult columns.
2. Take turns filling the next blank in your own sequence.
3. State the rule (for example add 2) and check with the separate key.
4. Correct answer scores 1; wrong answer scores 0. Continue next turn.
5. After all six sequences, highest score wins; ties draw.

## Player A

2, 4, 6, \_\_\_\_

Rule: \_\_\_\_\_

5, 10, 15, \_\_\_\_

Rule: \_\_\_\_\_

10, 13, 16, \_\_\_\_

Rule: \_\_\_\_\_

30, 28, 26, \_\_\_\_

Rule: \_\_\_\_\_

1, 5, 9, \_\_\_\_

Rule: \_\_\_\_\_

50, 45, 40, \_\_\_\_

Rule: \_\_\_\_\_

## Player B

2, 4, 6, \_\_\_\_

Rule: \_\_\_\_\_

5, 10, 15, \_\_\_\_

Rule: \_\_\_\_\_

10, 13, 16, \_\_\_\_

Rule: \_\_\_\_\_

30, 28, 26, \_\_\_\_

Rule: \_\_\_\_\_

1, 5, 9, \_\_\_\_

Rule: \_\_\_\_\_

50, 45, 40, \_\_\_\_

Rule: \_\_\_\_\_

Winner / score / completed: \_\_\_\_\_

# Maths Bingo

Two players. Take turns choosing an unused addition problem below. Both players mark its answer. A complete row, column or diagonal wins; a simultaneous line is a tie.

Player A

|                        |                       |                      |
|------------------------|-----------------------|----------------------|
| ○<br>1                 | ○○○<br>○○○<br>6       | ○○○<br>○○○<br>○<br>7 |
| ○○<br>2                | ○○○<br>○○○<br>○○<br>8 | ○○○<br>○<br>4        |
| ○○○<br>○○○<br>○○○<br>9 | ○○○<br>○○<br>5        | ○○○<br>3             |

Player B

|                      |                |                        |
|----------------------|----------------|------------------------|
| ○○○<br>3             | ○○○<br>○○<br>5 | ○○○<br>○○○<br>○○<br>8  |
| ○<br>1               | ○○○<br>○<br>4  | ○○○<br>○○○<br>○○○<br>9 |
| ○○○<br>○○○<br>○<br>7 | ○○<br>2        | ○○○<br>○○○<br>6        |

CALL LIST — tick each problem once

☐ 1.  $0 + 1$

☐ 2.  $1 + 1$

☐ 3.  $2 + 1$

☐ 4.  $3 + 1$

☐ 5.  $4 + 1$

☐ 6.  $5 + 1$

☐ 7.  $6 + 1$

☐ 8.  $7 + 1$

☐ 9.  $8 + 1$

If both players complete a line on the same call, both win. If the calls end without a line, draw.

Winner / score: \_\_\_\_\_



# Monster Mash Drawing Game

Name(s): \_\_\_\_\_

Ages 4–7 • 1 player • About 10 min

---

## Meet your monster

1. A helper reads each prompt. Draw a monster in the big space.
2. Give it 3 eyes, 2 horns, 4 legs and a patterned tummy.
3. Tick each prompt when it appears in your picture.
4. Finish all four features to complete the challenge.

**DRAW HERE**

☐ 3 eyes

☐ 2 horns

☐ 4 legs

☐ Patterned tummy

Winner / score / completed: \_\_\_\_\_



# Complete the Picture Challenge

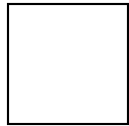
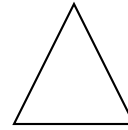
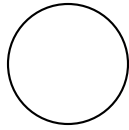
Name(s): \_\_\_\_\_

Ages 4–8 • 1 player • About 10 min

---

## What could it become?

1. Turn each starter shape into a different picture.
2. Keep the printed shape as part of your drawing.
3. Add at least three new details to each picture.
4. Finish all four panels to win this drawing challenge.



Winner / score / completed: \_\_\_\_\_



# Pattern Copy Battle

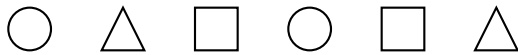
Name(s): \_\_\_\_\_

Ages 5–8 • 2 players • About 10 min

## Look, then draw

1. Share the sheet. Each player uses their own matching boxes.
2. Copy the six-symbol pattern shown at the start of each row.
3. Work left to right. Complete all four rows.
4. Score 1 for each symbol in the correct position (24 points max).
5. Check together. Highest total wins; equal totals draw.

1. Copy:



A 

|  |  |  |  |  |  |
|--|--|--|--|--|--|
|  |  |  |  |  |  |
|--|--|--|--|--|--|

B 

|  |  |  |  |  |  |
|--|--|--|--|--|--|
|  |  |  |  |  |  |
|--|--|--|--|--|--|

2. Copy:



A 

|  |  |  |  |  |  |
|--|--|--|--|--|--|
|  |  |  |  |  |  |
|--|--|--|--|--|--|

B 

|  |  |  |  |  |  |
|--|--|--|--|--|--|
|  |  |  |  |  |  |
|--|--|--|--|--|--|

3. Copy:



A 

|  |  |  |  |  |  |
|--|--|--|--|--|--|
|  |  |  |  |  |  |
|--|--|--|--|--|--|

B 

|  |  |  |  |  |  |
|--|--|--|--|--|--|
|  |  |  |  |  |  |
|--|--|--|--|--|--|

4. Copy:



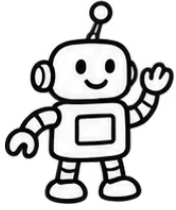
A 

|  |  |  |  |  |  |
|--|--|--|--|--|--|
|  |  |  |  |  |  |
|--|--|--|--|--|--|

B 

|  |  |  |  |  |  |
|--|--|--|--|--|--|
|  |  |  |  |  |  |
|--|--|--|--|--|--|

Winner / score / completed: \_\_\_\_\_



# Roll a Robot Drawing Game

Name(s): \_\_\_\_\_

Ages 5–9 • 1 player • About 12 min

---

## Build your robot

1. Draw your robot in the big space. Roll one die each turn.
2. 1=head, 2=body, 3=arms, 4=legs, 5=eyes, 6=antenna.
3. New number? Draw that part and tick it below. Repeat? Add a detail.
4. Keep rolling until all six parts are ticked. Your robot is complete.
5. Record your rolls; try to finish in fewer rolls next time.

**DRAW HERE**

☐ 1 Head

☐ 2 Body

☐ 3 Arms

☐ 4 Legs

☐ 5 Eyes

☐ 6 Antenna

Rolls: \_\_\_\_\_

Winner / score / completed: \_\_\_\_\_



# Silly Creature Creator

Name(s): \_\_\_\_\_

Ages 6–10 • 2 players • About 12 min

---

## Keep the next part secret

1. Fold the sheet backwards along both dashed lines. No cutting.
2. Player A draws a head in the top panel, ending at the two guide dots.
3. Hide the head. B draws a body from the upper dots to the lower dots.
4. Hide the body. A draws legs starting at the lower dots.
5. Unfold: name your creature together. All three joined sections finish the game.

**HEAD • player A**

**BODY • player B**

**LEGS • player A**

Winner / score / completed: \_\_\_\_\_

# Maze Race



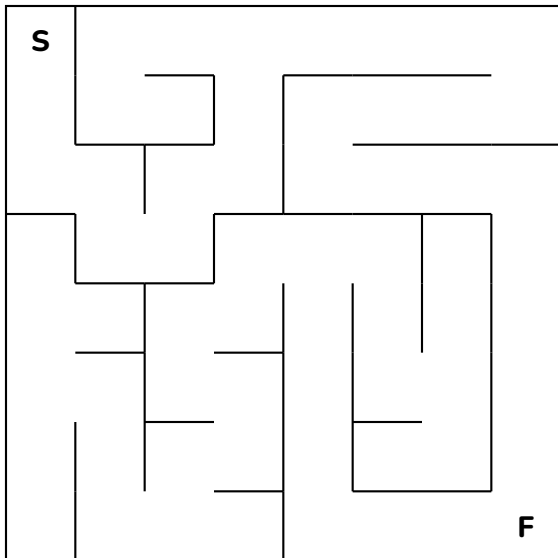
Name(s): \_\_\_\_\_

Ages 6–10 • 2 players • About 10 min

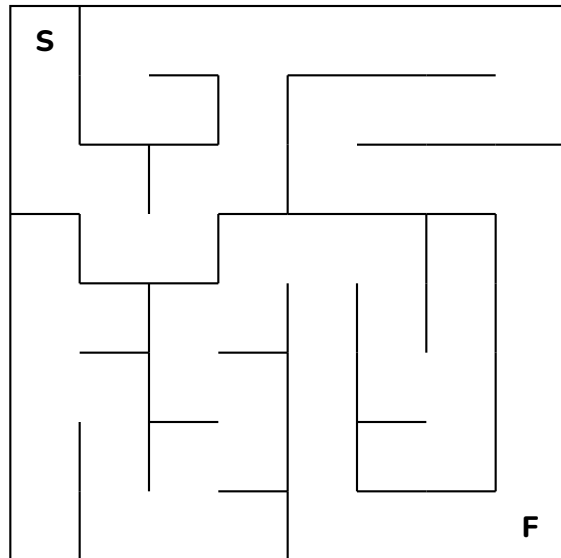
## Find a way through

1. Share the sheet; each player uses one identical maze.
2. Start together. Draw a route from S to F without crossing walls.
3. You may erase and retry. First correct route wins.
4. If both finish together, share the win. A separate key shows the route.

### Player A



### Player B



Winner / score / completed: \_\_\_\_\_

# Would You Rather? Guessing Game



Name(s): \_\_\_\_\_

Ages 6–12 • 2 players • About 12 min

## Choose your side

1. Share the sheet. For each prompt, one player is the chooser.
2. Chooser secretly marks A or B in their column, covering it with a hand.
3. Other player guesses A or B, then chooser reveals. Correct guess scores 1.
4. Alternate chooser for eight rounds. Explain choices kindly; no right opinion.
5. Most correct guesses wins; equal scores draw.

### 1. A: Fly / B: Breathe underwater

Chooser: \_\_\_\_ Choice: \_\_\_\_ Guess: \_\_\_\_ Point: \_\_\_\_

### 2. A: Visit space / B: Explore the deep sea

Chooser: \_\_\_\_ Choice: \_\_\_\_ Guess: \_\_\_\_ Point: \_\_\_\_

### 3. A: Have a tiny dragon / B: Have a giant rabbit

Chooser: \_\_\_\_ Choice: \_\_\_\_ Guess: \_\_\_\_ Point: \_\_\_\_

### 4. A: Build a robot / B: Grow a garden

Chooser: \_\_\_\_ Choice: \_\_\_\_ Guess: \_\_\_\_ Point: \_\_\_\_

### 5. A: Live in a treehouse / B: Live on a boat

Chooser: \_\_\_\_ Choice: \_\_\_\_ Guess: \_\_\_\_ Point: \_\_\_\_

### 6. A: Paint a mural / B: Write a story

Chooser: \_\_\_\_ Choice: \_\_\_\_ Guess: \_\_\_\_ Point: \_\_\_\_

### 7. A: Meet a dinosaur / B: Meet an alien

Chooser: \_\_\_\_ Choice: \_\_\_\_ Guess: \_\_\_\_ Point: \_\_\_\_

### 8. A: Go camping / B: Visit a castle

Chooser: \_\_\_\_ Choice: \_\_\_\_ Guess: \_\_\_\_ Point: \_\_\_\_

Winner / score / completed: \_\_\_\_\_

# Paper Race Track



Name(s): \_\_\_\_\_

Ages 6–10 • 2 players • About 12 min

## Start your engines

1. Share the track. Draw A and B at START; record each new position below.
2. Take turns rolling one die. Move that many spaces towards FINISH.
3. Land on a STAR? Advance 2 extra spaces once (no chain bonuses).
4. On or past 30 finishes. First to finish wins.
5. Use turn logs rather than loose counters. No die? A helper chooses 1–6.

|    |            |            |    |    |           |
|----|------------|------------|----|----|-----------|
| 1  | 2          | 3          | 4  | 5  | 6<br>STAR |
| 12 | 11         | 10         | 9  | 8  | 7         |
| 13 | 14<br>STAR | 15         | 16 | 17 | 18        |
| 24 | 23         | 22<br>STAR | 21 | 20 | 19        |
| 25 | 26         | 27         | 28 | 29 | 30        |

Follow numbers 1 → 30. Start = 0. Finish = 30.

A positions: \_\_\_\_\_

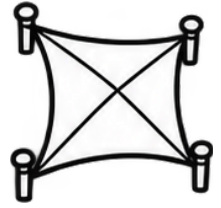
B positions: \_\_\_\_\_

Winner / score / completed: \_\_\_\_\_

# Four Corners Challenge

Name(s): \_\_\_\_\_

Ages 7–11 • 2 players • About 10 min



## Watch the corners

1. Share the board. A starts at A1; B starts at F6. Draw your symbols. Count each starting corner as visited.
2. Take turns moving one cell up, down, left or right. No diagonals.
3. Write your next move number in the cell; you may revisit cells.
4. First to visit all four corners wins. You may share cells and pass through.
5. Record corner visits in your own checklist. No blocking or captures.

|   | A | B | C | D | E | F |
|---|---|---|---|---|---|---|
| 1 | A |   |   |   |   |   |
| 2 |   |   |   |   |   |   |
| 3 |   |   |   |   |   |   |
| 4 |   |   |   |   |   |   |
| 5 |   |   |   |   |   |   |
| 6 |   |   |   |   |   | B |

A corners: A1 ☐ F1 ☐ A6 ☐ F6 ☐

B corners: A1 ☐ F1 ☐ A6 ☐ F6 ☐

Winner / score / completed: \_\_\_\_\_

# Number Island

Name(s): \_\_\_\_\_

Ages 8–12 • 2 players • About 15 min



## Make each number count

1. Share the island. A uses X; B uses O. Take turns claiming an empty cell.
2. After your first cell, each claim must share an edge with one you own.
3. Your total may NEVER exceed 20. If no legal claim, pass.
4. End when both pass in succession or the board is full.
5. Closest total to 20 wins; equal totals draw. No subtracting claimed cells.

|   | A | B | C | D | E |
|---|---|---|---|---|---|
| 1 | 1 | 4 | 5 | 3 | 5 |
| 2 | 1 | 3 | 1 | 3 | 5 |
| 3 | 5 | 2 | 4 | 2 | 3 |
| 4 | 1 | 1 | 3 | 1 | 3 |
| 5 | 3 | 3 | 3 | 4 | 5 |

A total (max 20): \_\_\_\_\_ B total (max 20): \_\_\_\_\_

Winner / score / completed: \_\_\_\_\_

# Word Chain Duel



Name(s): \_\_\_\_\_

Ages 8–12 • 2 players • About 12 min

## Keep the chain going

1. Share one chain. Begin with the printed word CAT.
2. Take turns writing a new word starting with the last letter of the previous word.
3. Use real words of at least 3 letters; no names or repeated words.
4. If stuck, write PASS and your opponent tries the same final letter.
5. End after both pass in succession or 16 new words. Score word lengths; most wins.

## Start: CAT

|      |       |      |       |
|------|-------|------|-------|
| 1 A  | _____ | 2 B  | _____ |
| 3 A  | _____ | 4 B  | _____ |
| 5 A  | _____ | 6 B  | _____ |
| 7 A  | _____ | 8 B  | _____ |
| 9 A  | _____ | 10 B | _____ |
| 11 A | _____ | 12 B | _____ |
| 13 A | _____ | 14 B | _____ |
| 15 A | _____ | 16 B | _____ |

Winner / score / completed: \_\_\_\_\_

# Space Mission Race



Name(s): \_\_\_\_\_

Ages 7–10 • 2 players • About 15 min

## Launch your mission

1. Share the track. Log each player's position; both start at 0.
2. Roll one die and move forward. At a MOON space, solve its sum.
3. Correct? Move 2 extra. Incorrect? Stay there. No chained mission bonuses.
4. Other player checks with the printed check strip (fold it under before play).
5. First on or beyond 24 wins. Ordinary spaces have no task.

|    |           |    |           |           |    |
|----|-----------|----|-----------|-----------|----|
| 1  | 2         | 3  | 4         | 5<br>3+4  | 6  |
| 12 | 11<br>5+3 | 10 | 9         | 8         | 7  |
| 13 | 14        | 15 | 16        | 17<br>6+4 | 18 |
| 24 | 23        | 22 | 21<br>7+5 | 20        | 19 |

Follow numbers 1 → 24. Start = 0. Finish = 24.

A positions: \_\_\_\_\_

B positions: \_\_\_\_\_

Fold-under check strip: 5→7 11→8 17→10 21→12

Winner / score / completed: \_\_\_\_\_