



Paper Nim Strategy Game

Name(s): _____

Ages 7–12 • 2 players • About 8 min

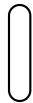
Choose your twigs

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.

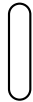
Row 1



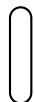
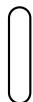
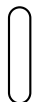
Row 2



Row 3



Row 4



Last mark crossed by: _____

Winner / score / completed: _____

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

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

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

Winner / score / completed: _____



Drawing Duel

Name(s): _____

Ages 6–12 • 2 players • About 12 min

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: _____



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

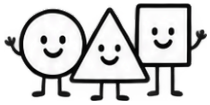
Round 6: A / B / draw

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: _____

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: _____

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: _____

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: _____

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 _____

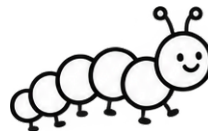
A score: _____ B score: _____

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: _____