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: _____

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: _____

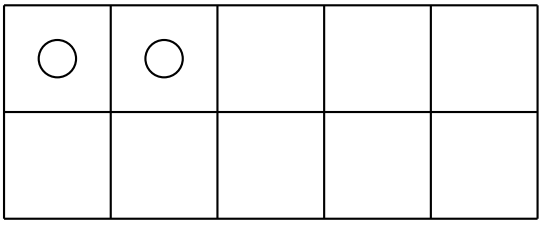
Make Ten Challenge

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.



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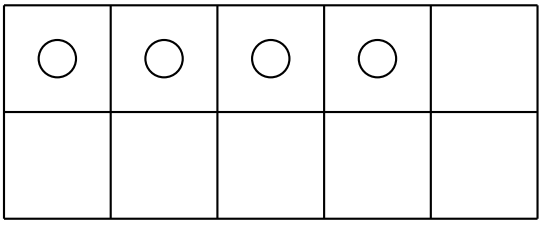

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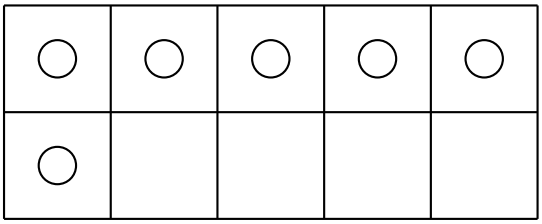

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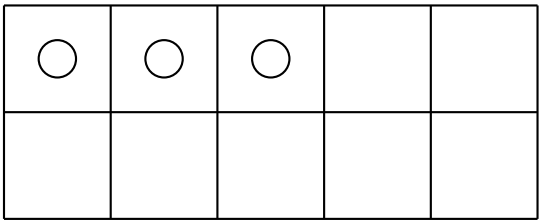

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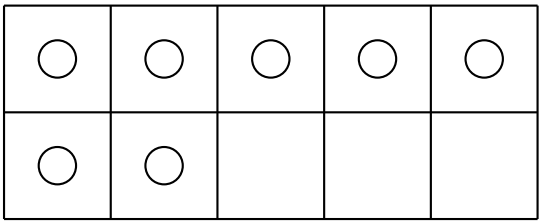

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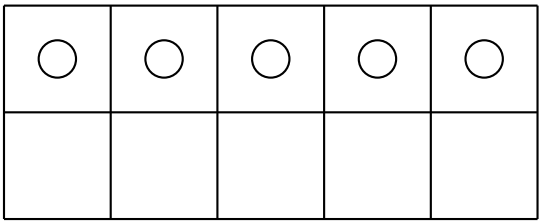


I added: _____

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

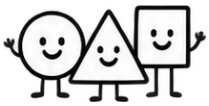
Round 6: A / B / draw

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 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. _____

B. _____

C. _____

D. _____

E. _____

F. _____

G. _____

H. _____

I. _____

J. _____

K. _____

L. _____

M. _____

N. _____

O. _____

P. _____

Q. _____

R. _____

S. _____

T. _____

U. _____

V. _____

W. _____

X. _____

Y. _____

Z. _____

Winner / score / completed: _____