READY TO USE GAMES

# Challenge games

These two games are ideal to use as challenges for young people to play at the front of the group. Encourage those not playing to cheer for each competitor!

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## Baby rattle

**You will need:** four empty two-litre plastic bottles; strong tape; Maoam Pinballs (or similar sweets); table; stopwatch

Fill two of the bottles halfway up with pinballs. Place an empty bottle on top of each filled one and tape them together securely at the necks. Place the bottle stacks on the table.

The goal of the game is to move the sweets from one bottle to the other, without getting them jammed in the necks of the bottles. Ask for two players to take part and whip up the crowd to support the competitors.

Give the first player the two bottle stacks, one set in each hand. They should hold them where they are taped together. When you start the stopwatch, the player should then flip each set over and begin shaking or swirling them to transfer the sweets from one bottle to the other. They have to get all of the sweets into the opposite bottles from where they started, place the bottle stacks on the table, and remove their hands from the bottles in under 60 seconds to win the game.

The player must start the game with arms and hands at their sides. They can only touch the bottles once the timer begins. They cannot take the bottle stacks apart or bang them on any surface, including their own body, in order to move the sweets. The sweets must be completely transferred, and bottles replaced on the table to end the game.

This game sounds pretty easy, but there are a couple of things you can do to make it run more smoothly. First, grab the bottles with your hands twisted, so that when you flip them over your grip will be more comfortable. Secondly, if you run into a bottleneck situation where the gumballs get stuck, shake the bottles vigorously and then swirl them to get a whirlpool effect going.

## This cup blows

**You will need:** one balloon per player (plus a few spares); 15 plastic cups (the size used to hold beer); a long table; stopwatch

Line the 15 plastic cups up in a row upside down along the table. You want them a few inches away from the edge, with the playing area on the opposite side of the table. Place the balloon at the starting end and get the stopwatch ready to go.

The player stands facing the table near the balloon. When the timer begins, they should grab the balloon and blow it up. Then they turn the open end of the balloon towards the cups and expel the air so that it blows the cups straight off the edge of the table. When the balloon is empty, they have to blow it up again and continue, until all 15 plastic cups are on the floor. The aim is to knock all the balloons off the table in one minute or less.

Even a game as seemingly easy as this one has some rules to follow. You may not touch the cups with your hands or any other part of your body at any time. If you make contact with any of the cups with your hands, body, or even the actual balloon, the game is over. The cups must all be completely off the table when the time is up in order to be successful.

The best tip is to inflate the balloon as much as possible on the first attempt because the balloon itself will still be ‘tight’ and will push the air out more efficiently. As you inflate it over and over, it stretches out and you’ll have to rely on squeezing the air out with your hands.

**Created by the children’s and youth team at HOLY TRINITY, BROMPTON.**