



Blooper Games
You Can Practice
At Home!

Blooper #1 Footwear Tower



GOAL:

CONSTRUCT THE TALLEST TOWER YOU CAN USING YOUR FOOTWEAR IN TWO MINUTES.

RULES:

1. You can set a limit to the amount of footwear each participant may use or you may say any/all of your footwear is eligible.
2. In TWO Minutes you must construct the tallest tower you can using only what is on the footwear (meaning shoe laces, Velcro, etc). You cannot use any aids (like rope, glue, stick-em, paper clips, twine, tacks, bungee cords, etc.)
3. At the end of time (two minutes) you must step away from your tower. The tower must be able to remain standing on its own!

SCORING:

Measure each tower. Tallest Tower = 4 points, Second Tallest = 3 points, Third Tallest = 2 points and everyone else receives 1 point just for participating.

Blooper #7 Paper Plane Flight Contest



GOAL:

CONSTRUCT A PAPER PLANE THAT WILL FLY THE FARTHEST.

RULES:

1. You are allowed one sheet of paper (preferably a piece of paper that has already been used and can be recycled for the competition).
2. Planes may be designed however the participant would like.
3. Cannot add anything to the paper, so as to create additional weight.
4. Designate a fly zone - be sure fly zone is clear so that planes do not inadvertently strike or injure anyone.
5. Depending on the number of participants, there can be a set order to launch or everyone can release their planes at once.

SCORING:

The plane that goes the farthest is awarded 4 points, the second farthest=3 points, third farthest=2 points and everyone else receives 1 point for participating.

Blooper #3 Heads or Tails



GOAL:

THIS IS A VERY EASY GAME! THE GOAL IS TO KEEP WINNING THE COIN TOSS UNTIL YOU ARE THE LAST PERSON STANDING.

RULES:

1. Each player will select heads or tails.
2. If you select heads: Hold your head and face the coin flipper. If you select tails: Hold your "tail" and face away from the coin flipper.
3. Once the choice of heads or tails is made, the players must freeze.
4. the coin is then flipped.
5. If your selection matches the coin toss, you stay in. If not, you must sit down.

SCORING:

This can be played in multiple rounds, with the player winning the most rounds receiving 4 points, second place receives 3 points, etc.

Blooper #4

Play-Doh Pictionary



GOAL:

CREATE A PLAY-DOH FIGURE/SCULPTURE FROM AN ITEM IDENTIFIED ON AN INDEX CARD. SIMILAR TO Pictionary, BUT WITH PLAY-DOH!

RULES:

1. Before you begin, write some ideas on an index card for players to select (ideas include: shark, giraffe, flower, runner, hockey player, etc).
2. One player selects an index card with an item on it. Do not show or tell anyone what is on your card.
3. The player that selects the card must then create a sculpture of the item that appeared on the index card using the play-doh.
4. The partner (or team) of the player must try and guess what the sculpture is within TWO minutes. Player who made the sculpture cannot give verbal hints, the only clue for the players guessing is the sculpture.

SCORING:

The player/team with the most correct responses receives 4 points and so on.

Blooper #5 Marshmallow On a String

GOAL:

WITHOUT USING YOUR HANDS, WORK A MARSHMALLOW ON A STRING UP INTO YOUR MOUTH. THE FIRST TO DO SO WINS!

RULES:

1. Tie a marshmallow on one end of a string (approx. two feet long). This distance can be adjusted to be longer or shorter.
2. Place one end of the string in your mouth with the end of the string with the marshmallow hanging down. Place hands behind your back.
3. On the go signal, each player will try to work the marshmallow up and into their mouth.
4. Marshmallow must be in the air (cannot rest on the ground, table top, etc. while performing the task).
5. Should the string fall out of the player's mouth, the player is allowed to pick it up and place it back in their mouth and re-start, but starting over requires beginning at full length with hands behind one's back.

SCORING:

The first player to complete the task receives 4 points, the next=3 points, etc.

Blooper #6 How Well Do You Know Your States?



GOAL:

NAME THE STATES IN THE CATEGORIES YOU ARE GIVEN.

RULES:

1. No use of technology (only what is between your ears).
2. If the task is not completed in a set period of time, you can introduce the use of technology (phones, laptop, etc) - This should be ONLY after a fair amount of time has been given with effort made.
3. Can give a variety of tasks to complete for one winner or each task can be its own event.
4. Fun tasks to complete:
 - *Name all the states that begin with the letter "M"; Name all the states that begin with the letter "N"; Name all the states that end in the letter "A"; Name all the states and their capitals.

SCORING:

The player who has the most correct answers receives 4 points, the next=3 points, etc.