



The OTA iPlay “Home Game”

Theme: Game Show Week

Iron-Kid Warm Up

1. 1 Minute Jog
2. 10 Jumping Jacks
3. 15 Rocket Launchers
4. 20 Second Plank
5. 25 Second Body Twist

Completed: _____

Classics

- Jeopardy (Trivia)
- Price Is Right
- Minute To Win It
- Name That Tune

Completed: _____

Completed: _____

Completed: _____

Completed: _____

Favorites

- Pictionary
- Spelling Bee
- Memory
- Hang Man

Completed: _____

Completed: _____

Completed: _____

Completed: _____

Alternatives

- Paper Airplane Challenge
- “Math” Jack Challenge
- 20 Questions

Completed: _____

Completed: _____

Completed: _____



Game Plan: Directions and Instructions for “Game Show Week”

*Note – we have tried to develop a program with as much flexibility as possible understanding that age groups, available sports equipment, space constraints, level of parental/guardian involvement all varies. The number of “repetitions” your “team” decides to do is up to you. If you’re having fun, keep doing it. If one is enough – move on! Feel free to substitute, modify, alter, improvise wherever needed.

Classics

- **Jeopardy (Trivia)**
 - Materials Needed: Game board, Q&A sheet
 - Set Up:
 - game board should be drawn on paper or whiteboard
 - categories and questions need to be made
 - How to Play:
 - player chooses a category and points value (ex: Sports for 200)
 - read the question
 - player attempts to answer
 - if they answer correctly, they get the points
 - if they answer incorrectly, they lose the points
 - keep track of points till all questions have been asked

- **Price Is Right**
 - Materials Needed: regular household items and accurate price for each
 - Set Up:
 - display items (each round should have 3 items)
 - display prices of each, but at random
 - How to Play: Price Picker
 - set up three similarly priced objects within \$50 of each other
 - give the player all three prices in random order and have them select the correct price for each object.
 - if they guess them all right then they win that round
 - multiple rounds to determine total point score



- **Minute It To Win It**

- Materials Needed: popsicle sticks, dice, tweezers, tic-tac's, straws, paper cups, cereal boxes cut into puzzle pieces, balloons
- Set Up:
 - make a wide-open area in the center of the room

Game 1: Dicey

- passes out popsicle stick and 6 dice
- at "GO" the player places the popsicle stick in their mouth and they have 1 minute to balance all 6 dice in a stack on the end of their popsicle stick

Game 2: Tweeze These

- there are 2 bowls in front of the contestant – one is empty, one is filled with tic-tac's
- the player must transfer 5 tic-tac's to the empty bowl, using tweezers, in 1 minute.

Game 3: Hot Air

- player is given a straw
- there are 15 paper cups in front of each player
- the player must blow through their straw and use the air to knock over the cups

Game 4: Breakfast Scramble

- player is given a cereal box that has been cut into pieces
- in 1 minute, the player must put the puzzle together correctly

Game 5: Balloon Head

- player is given a balloon (already inflated)
- object of the game is to keep the balloon in the air using their head for 1 minute
- if the balloon touches the ground, they lose
- player can only use their head to keep it in the air (if this is too difficult you can adapt the rules)

Game 6: Sink It

- set up 4 paper cups on the front desk and tape a line down 5 feet away
- player has a stack of pennies and stands on the line
- player must sink a penny into each cup in under 1 minute



- **Name That Tune**
 - Materials Needed: music device with speaker and list of pre-determined songs downloaded, answer sheet
 - Set Up:
 - create score sheet to keep track of points
 - How to Play:
 - Each Round
 - play 10 seconds of Song
 - player guesses – if correct, award 10 points
 - if incorrect, play 20 seconds, award 5 points
 - Repeat for 5-10 rounds

Favorites

- **Pictionary**
 - Materials Needed: paper/whiteboard, markers, clue cards
 - Set Up:
 - alternate: player looks at clue card to draw, monitor guesses answer
 - alternate: monitor looks at clue card to draw, player guesses answer
 - How to Play/Game Rules:
 - object of the game is for players to guess the clue drawn on the board to correctly identify the clue word
 - alternating rounds, player/monitor will give the drawer a word – they cannot say anything out loud
 - the drawer must draw pictures on the paper/board so opposite person can guess
 - each round is 1 minute long
 - If person guesses the word correctly within 1 minute, 10 points are awarded
- **Spelling Bee**
 - parent/guardian will select words
 - player will write down or call out how to spell word
 - award points for correct answer



- **Memory (need 2 identical objects for pairs of 10-20)**
 - must have an equal number of objects (2 of each)
 - example: bottle cap, macaroni, pen top, golf ball, piece of string, etc.
 - make a grid of cups upside down, each cup with an item under it
 - player guesses what two cups the matching objects are under
 - incorrect guess, means cups turn back over and start again
 - timer for how long it takes to match all items
- **Hang Man**
 - use paper or whiteboard
 - hangman is a classic (if a bit morbid) word game in which you guess a secret word letter by letter
 - initially, you know only the number of letters in the word
 - player Guesses a letter
 - if player guesses a letter that is in the secret word, the letter should be substituted everywhere it appears in the word
 - if player guesses a letter that is not in the word, another part will be added to the hanged man (head, arms, torso, and head)
 - if player guesses all the letters in the word, player wins
 - once all six parts of the hanged man have been drawn, players still have one final guess to get the word. If player misses that, then the trap door drops, the man is hanged, and player loses.

Alternatives

- **Paper Airplane Challenge**
 - player needs sheet of paper
 - optional: can provide tape, glue, paperclips to help construct paper airplanes
 - participants should name and decorate their paper airplanes
 - provide a time limit for working on planes
 - fine open area, create starting line
 - launch/throw paper airplane and mark how far it fly's



- **“Math” Jack Challenge – 21 (need deck of cards)**
 - **“Math” Jack is “Blackjack” or “21”**
 - it is a 'dealer' versus player game
 - player has their own game against the dealer
 - cards are dealt in succession
 - player wins if their card numbers add up to more than the dealer to a limit of 21
 - hands which add up to more than 21 lose
 - face cards count as 10
 - 'Math Jack', an ace and a face card, is the top scorer
 - unbusted hands rank by total add-up
 - all hands below the dealer's lose, hands equal to the dealer's ties
 - player has a choice whether to get extra cards. To mean 'no more cards' players may say 'stick'
 - the dealer has set rules as to when he takes extra cards for himself (or herself)
 - dealer must stand on 16
 - in “Math Jack”, player is responsible for adding cards

- **20 Questions**
 - Materials Needed: Famous Person cards
 - Set Up: Alternate between player and monitor guessing
 - How to Play:
 - player is given card with the name of a famous person
 - player/monitor has 20 questions to ask in order to figure out who they are
 - Each question must have a Yes or No answer.
 - Examples:
 - Am I a girl?
 - Am I a movie star?
 - Do I have brown hair?
 - If guesser is correct before 20 questions are up, the receive points