

# GOT GAME?

Try these easy and fun contests using objects found around the house. Play against your family or friends or, where speed is a factor, by yourself against the clock anytime you have a few minutes and nothing to do.



**Grasp a spoon by the handle and hold your arm out straight. Using your other hand, place other spoons on top, one at a time, and see how many you can hold.**

## EASY AS 1-2-3- . . . 4

See who's the first to find the numbers 1-2-3-4 (in that order) in a phone book.



### CAN OR BOTTLE

## BOWLING

Use empty cans or water bottles as bowling pins with any small ball. Don't attempt to keep score or put the "pins" in a triangle. Gather as many as you can, like 20 to 30. See who can knock down the most with one roll.

## SOCK SORTING



**Make a pile of clean socks or two piles of equal number. See who is fastest at sorting them into matching pairs.**

## BASKET BALLS



Toss crumpled newspaper balls into wastebaskets. See who can get the most inside in a given amount of time.



## THAT'S HATS

Place a canned good from the kitchen on the floor 10 feet away. Toss hats to land on top. One point for the first hat; two points if you can land a hat on top of the first; three points for three hats; etc.



## PAGING ALL KIDS

Pick a number. See who—with eyes closed—can open a magazine or book to the page closest to the number.

## AIR DROP

Place a clean empty gallon milk jug on the floor. With arm extended above, see who can drop the most pencils, dried beans, or other small objects into the jug in a given amount of time.



Untie a shoe.  
Remove the lace  
and put it on the  
floor. Pick it up and  
then re-lace and  
re-tie the shoe. Who  
can do it fastest?

## MEMORY MATCH

You need one set of the same 10 small objects for each contestant, plus one more for a master set.

Objects can be different pieces of pasta, bottle caps, twist ties of different colors, cookies, or crackers. (For example, for three players, you would need four sets of the same 10 different things.) With contestants not looking, have someone arrange the master set of objects in a line and cover them with a dishtowel or napkin. Reveal the objects to the contestants for 10 seconds, then see which contestant can come closest to replicating the original order of the master set in a given amount of time.



## ALPHABET SNOOP

See who can circle the most letters of the alphabet (one time each) in a magazine or newspaper in 10 minutes.



Make up your own game and tell everyone about it at  
[Almanac4kids.com/TellUs/GotGames](http://Almanac4kids.com/TellUs/GotGames).

## The Game Game

Match each term with its sport or activity.

- |                    |                   |
|--------------------|-------------------|
| — 1. Neck shot     | A. Ski jumping    |
| — 2. Hip toss      | B. Basketball     |
| — 3. Flick         | C. Field hockey   |
| — 4. Brakeman      | D. Football       |
| — 5. Lip           | E. Horse racing   |
| — 6. Nutmeg        | F. Figure skating |
| — 7. Butterfly     | G. Cheerleading   |
| — 8. Palming       | H. Soccer         |
| — 9. Sack          | I. Polo           |
| — 10. Rail runner  | J. Wrestling      |
| — 11. Candlesticks | K. Bobsledding    |
| — 12. Swizzle      | L. Swimming       |

**ANSWERS:** 1. I (hitting the ball under the horse's neck); 2. J (a throw em-back); 3. C (a pass using enough force to make the ball rise off the ground); 4. K (the person who sits at the back of the sled, whose role is to apply the breaks at certain parts of the course); 5. A (the edge of the slope where the skijumper takes off); 6. H (to pass the ball between a player's legs); 7. L (a symmetrical stroke with both arms carried over the water while kicking both legs as one); 8. B (a violation in which a player moves his hand under the ball and scoops it while dribbling); 9. D (when the quarterback is tackled behind the line of scrimmage); 10. E (a basic motion in which the cheerleader holds the arms straight in front, with the fists facing each other, as if each were holding out straight); 11. G (a basic motion in which the cheerleader holds the arms inside rail); 12. F (a technique to move forward or backward by simultaneously using the inside edges of both skates in an in-and-out fashion).