

# 60-Second Party Games for Family

*12 one-minute challenges · station cards, supply list and scorecard*

## How to host

1. Cut out the station cards and set each game up on its own table or spot.
2. Players (or teams) take turns: read the card, start a 60-second timer, go!
3. Beat the challenge before the timer runs out to score a point. Most points wins.
4. Tip: run two stations at once so nobody waits long, and let little ones try twice.

## Supply checklist

- |                                                      |                                                       |                                          |
|------------------------------------------------------|-------------------------------------------------------|------------------------------------------|
| <input type="checkbox"/> 10 pencils                  | <input type="checkbox"/> a picture cut into 12 pieces | <input type="checkbox"/> paper           |
| <input type="checkbox"/> 2 bowls                     | <input type="checkbox"/> cotton balls                 | <input type="checkbox"/> pencil          |
| <input type="checkbox"/> 2 plates                    | <input type="checkbox"/> cup                          | <input type="checkbox"/> petroleum jelly |
| <input type="checkbox"/> 20 buttons                  | <input type="checkbox"/> deck of playing cards        | <input type="checkbox"/> ping pong ball  |
| <input type="checkbox"/> 20 small candies            | <input type="checkbox"/> dry beans                    | <input type="checkbox"/> ping pong balls |
| <input type="checkbox"/> 3 balloons                  | <input type="checkbox"/> envelope                     | <input type="checkbox"/> small cup       |
| <input type="checkbox"/> a list of 5 scrambled words | <input type="checkbox"/> hula hoop or laundry basket  | <input type="checkbox"/> spoon           |
|                                                      | <input type="checkbox"/> jar                          | <input type="checkbox"/> straw           |

## The games

1. **Straw Suck:** Move 10 candies.
2. **Ping Pong Bounce:** Land 3 balls in the cup.
3. **Spoon Relay:** Two full laps without dropping the ball.
4. **Scramble Sprint:** All five solved.
5. **Puzzle Dash:** Picture complete.
6. **Nose Dive:** Move 5 cotton balls.
7. **Suit Sort:** All 52 cards sorted correctly.
8. **Balloon Keep-Up:** All three still floating at 60 seconds.
9. **Pencil Flip:** Flip and catch 5 pencils at once.
10. **Paper Plane Hoop:** Two planes through.
11. **Button Drop:** 5 buttons in the jar.
12. **Bean Lift:** 10 beans in the cup.

Game 1

🕒 60 seconds

## Straw Suck

### YOU NEED

straw, 20 small candies, 2 plates

### SET UP

Spread the candies on one plate.

### HOW TO PLAY

Suck a candy onto the end of the straw and drop it on the other plate. No hands on the candy!

**To win: Move 10 candies.**

Game 2

🕒 60 seconds

## Ping Pong Bounce

### YOU NEED

ping pong balls, cup

### SET UP

Put a cup at the far end of a table.

### HOW TO PLAY

Bounce a ball once on the table and into the cup.

**To win: Land 3 balls in the cup.**

Game 3

🕒 60 seconds

## Spoon Relay

### YOU NEED

spoon, ping pong ball

### SET UP

Mark a start and a turn-around point about 5 big steps apart.

### HOW TO PLAY

Hold the spoon in your mouth with the ball on it. Walk to the turn-around and back.

**To win: Two full laps without dropping the ball.**

Game 4

🕒 60 seconds

## Scramble Sprint

### YOU NEED

pencil, a list of 5 scrambled words

### SET UP

Write 5 scrambled words on a card (like TCA for CAT).

### HOW TO PLAY

Unscramble all five words.

**To win: All five solved.**

Game 5

🕒 60 seconds

## Puzzle Dash

### YOU NEED

a picture cut into 12 pieces, envelope

### SET UP

Cut a magazine picture or old card into 12 pieces and put them in the envelope.

### HOW TO PLAY

Dump out the pieces and put the picture back together.

To win: Picture complete.

Game 6

🕒 60 seconds

## Nose Dive

### YOU NEED

cotton balls, 2 bowls, petroleum jelly

### SET UP

Dab a little petroleum jelly on the tip of your nose. Put cotton balls in one bowl.

### HOW TO PLAY

Using only your nose, carry cotton balls one at a time to the empty bowl.

To win: Move 5 cotton balls.

Game 7

🕒 60 seconds

## Suit Sort

### YOU NEED

deck of playing cards

### SET UP

Shuffle the deck and put it face down.

### HOW TO PLAY

Sort the whole deck into four piles by suit.

To win: All 52 cards sorted correctly.

Game 8

🕒 60 seconds

## Balloon Keep-Up

### YOU NEED

3 balloons

### SET UP

Blow up three balloons.

### HOW TO PLAY

Keep all three balloons in the air. If one touches the floor, you're out.

To win: All three still floating at 60 seconds.

Game 9

🕒 60 seconds

## Pencil Flip

### YOU NEED

10 pencils

### SET UP

Lay one pencil across the back of your hand.

### HOW TO PLAY

Flip it up and catch it. Then try two, then three, adding one each round.

---

**To win: Flip and catch 5 pencils at once.**

Game 10

🕒 60 seconds

## Paper Plane Hoop

### YOU NEED

paper, hula hoop or laundry basket

### SET UP

Hang the hoop or stand the basket 3 big steps away.

### HOW TO PLAY

Fold paper planes and fly them through the hoop or into the basket.

---

**To win: Two planes through.**

Game 11

🕒 60 seconds

## Button Drop

### YOU NEED

20 buttons, jar

### SET UP

Put a jar on the floor and stand over it.

### HOW TO PLAY

Hold a button at your nose and drop it into the jar.

---

**To win: 5 buttons in the jar.**

Game 12

🕒 60 seconds

## Bean Lift

### YOU NEED

straw, dry beans, small cup

### SET UP

Spread dry beans on a plate.

### HOW TO PLAY

Pick up beans with suction through the straw and drop them in the cup.

---

**To win: 10 beans in the cup.**

## Scorecard

One point for every challenge beaten in 60 seconds.

[illegible]