

Kid v. Adult

Whichever person wins the greatest number of these competitions is the champion! Each activity is designed to be one-one-one, but you could also play with teams of multiple kids and adults. If you want, email us at JessieGDAE@gmail.com and let us know who won – we'll share out a final tally of whether Team Kid or Team Adult is better.

1. Finger Bean You will need: Small dry beans (black, navy, et c.), a small cup for each person, and one finger per person

For each person, place a pile of ten beans on a table and a cup around 4 feet away. Each person must pick up one bean at a time by pressing their fingertip down on the bean to make it stick, and then move the bean – without turning their finger over – and drop it in the cup. If a bean drops on the way, they press and carry it from where it drops. The first person to get all ten beans in their cup wins.

2. Spin Move You will need: One book per person

Mark off a finish line around 15 feet from where you'll start. Taking turns, each person spins in place for ten seconds, immediately balances a book on their head, and walks across the finish line without the book falling off. The first person to do it twice in the fewest tries is the winner. Variation: See who can walk the farthest without the book falling off.

3. Tongue Twister You will need: A mouth and vocal cords (each)

See who can say, quickly, the phrase “Petty Pirates Plunder Plenty” the most times in a row without messing up. Variation: See who can say it the most times in a minute.

4. Coin Counting You will need: A mixed up bowl of pennies, nickels and dimes

With eyes closed, make a pile of coins by feel that adds up to 49 cents. The quickest person wins.

5. Kick the Can You will need: For each person, one small empty tin can, one larger container (coffee can, small pail or bucket), and two feet in shoes (barefoot may result in injury – we are not responsible for “tin toe”)

Set the small can on the ground and the larger one around 15 feet away. Taking turns, have one person time the other kicking the small can into the big can three times in a row (this will probably take multiple kicks). Whoever does it the quickest is the winner. Variation: See who can do it in the fewest kicks.

6. Leaf Catching You will need: Deciduous trees, hands and feet

Try to catch falling leaves before they hit the ground. The first person to catch 3 is the winner.

7. Quarter Push You will need: A smooth tabletop, one quarter, and one finger per person

Players stand across the table from one another. One player flicks or nudges the quarter, trying to get any part of it hanging off the opposite table edge, without falling off. The player gets up to 3 nudges before the other player goes the other way with up to 3 nudges. The first person to get it hanging over the edge wins. Variations: (a) Allow fewer or more nudges per turn. (b) Make it a speed competition with two quarters, both playing from the same side of the table.