Marshmallow Olympics

Materials Needed:

- Large Marshmallows
- Small Marshmallows
- Plastic spoons
- Paper bags
- Small bowls
- String
- Paper Towels
- Whipped Cream
- Masking Tape
- Straws
- Large bowl w/ water
- Safety Pin
- Blindfolds
- Cones
- Marshmallow Fling (large marshmallows)
  - To play, you need marshmallows, some plastic spoons, and some small bags.
  - Players split into teams of two.
  - Each team has a marshmallow flinger and a marshmallow catcher.
  - Your playing field should be about 15 feet wide. Tape a long strip of masking tape on the floor. This is the flinging line.
  - Then, make two two-foot squares on the floor out of masking tape, each 10 feet from the flinging line. These are the boxes that the marshmallow catchers stand in.
  - The marshmallow flinger has to use the plastic spoon to fling marshmallows to his teammate, the catcher.
  - The catcher catches her marshmallows in a lunch bag, but she can’t leave her masking tape box.

Marshmallow Throw (large marshmallows)

- Need a bowl for each player
- 3 to 4 bags of marshmallows dusted with flour to keep from getting sticky (optional.)
- Sit in a circle
- Give each person a bowl to hold on their lap and put 10 marshmallows in each bowl.
- First players throw marshmallows into each others bowls as leader counts down time (2 minutes)
- Player with the most marshmallows in their bowl wins. Or you could play this game so the person without any marshmallows wins.

Bobbing for Marshmallows (small marshmallows)

- Fill a small tub with water and float some full sized marshmallows in it.
- Each player gets a straw and has to try to suck and hold the marshmallow to the straw to get it out of the tub, remember to tell them not to use their hands.

Marshmallow on a String (large marshmallows)

- Get a bag of marshmallows, some string, a safety pin, and Cool Whip.
- Take the string and cut about a 2 foot piece.
- Put a knot at the end, and at the opposite end place the safety pin.
- Take the end with the safety pin and run it through the middle of the marshmallow until you get the marshmallow to the knot.
- Then take the marshmallow with string and swipe it through the whipped cream so you have a big blob on it.
- Without using their hands they have to catch the marshmallow in their mouth while you swing the marshmallow back and forth using the string.

Divide the number of teens who show up into as many teams as needed.
Assign a random number of points to each game. Whoever wins each game wins that many points.
The team with the most points at the end of the game wins!
**Marshmallow Catch (small marshmallows)**
- (Similar to water balloon toss) Divide into groups of 2.
- One partner stands across from the other.
- Partners take turns tossing marshmallows into each others mouths – hands behind their backs.
- If you miss you are out!

**Marshmallow Tower Building (small & large marshmallows)**
- Each team receives a certain amount of marshmallows and toothpicks.
- Whichever team can build the tallest freestanding tower wins.

**Blinded Marshmallow Retrieval Relay (large marshmallows)**
- Separate into teams of 4-8 players and each team will have one container of marshmallows and one blindfold.
- Each container will have the same amount of marshmallows about 3-5 depending on the size of the teams. The container of marshmallows will be placed about six feet in front of the teams.
- The first player will put on the blindfold and then the marshmallows will be dumped out. Each player will try to retrieve 3 marshmallows and place them back into their own container by following instructions given by the rest of the team.
- Once they have done this they can remove their blindfold and return to the next person in line.
- That person will put on the blindfold and the marshmallows will be dumped.
- They will also retrieve 3 marshmallows for their container.
- The marshmallows can be any marshmallows that they find but they have to go into their own container.
- If they put a marshmallow into the wrong container it will count for the other team.

**Good things to know:**
- What the teens really want to do is throw marshmallows at each other. Decide ahead of time if that is ok. If not, be sure and tell them.
- What the teens really want to do 2nd is eat the marshmallows. Decide ahead of time if that is ok. If not, be sure and tell them or that is the only question you will hear all night.
- Some marshmallows will get stepped on. Our meeting room is carpeted and we had quite a few marshmallows stick into the carpet. A warm wash cloth and elbow grease got them all out.
- Some marshmallows will end up in strange places; try to watch where they go in case they land in any lights or other places you would not want them.
Chocolate Olympics

Materials Needed:

- M&Ms
- Oreos
- Chocolate Syrup
- Bowls/Cups
- Score Sheet
- Paper Towels
- Chocolate Pudding
- Chocolate Candy – depends on which games you play
- Chocolate Whipped Cream
- Whoppers
- Small Hershey Candy Bars
- Nestle Bites
- Chocolate Sprinkles
- Spoons
- Chairs
- Mittens

Divide the number of teens who show up into as many teams as needed.
Assign a random number of points to each game. Whoever wins each game wins that many points.
The team with the most points at the end of the game wins!

M&M Sorting
- Give each team a cup of M&Ms.
- Have them sort them into the different colors.
- First team to sort all of their M&Ms wins.
- Teens can then eat the M&Ms throughout the rest of the program.

Oreo Stacking
- Each team stacks Oreos with one person putting an Oreo on at a time.
- Everyone on the team must participate.
- Highest stack wins. – We usually count as they go and then only one team goes at a time. That way we don’t need as many Oreos – they are reused for each team.

Whopper Relay
- Roll the Whopper across the floor with nose. (Warning: Whoppers pulverize when stepped on or kneed on. Be prepared for cleanup.)
- Another Whopper suggestion, teams run down with a spoon in their mouth and try to scoop up a whopper out of the bowl using the spoon and no hands and then run back to start without dropping it.
- Another suggestion: Have the teams spread out, give each team a spoon that they must hold in their mouth and then attempt to pass the whopper from spoon to spoon without dropping it.

Hershey Candy Bar Relay
- Teams form lines at the start, race down to a waiting chair with mittens and small bowl of candy bars.
- They must put on the mittens, open the candy bar, eat it, take off mittens and run back to start.

Chocolate Sprinkles
- Teams form lines at the start and are given a cup with sprinkles in it and a spoon.
- The first person in line scoops up a spoonful of sprinkles, runs down to a waiting chair with an empty cup and dumps their spoonful in.
- Players then race back to start and hand the spoon off to the next person in line.
- Whichever team has the most sprinkles in their empty cup wins.

Chocolate Shuffleboard
- Mark off sections on a table with masking tape to look like the end of a shuffle board. Assign a point total to each section.
- Teams line up at one end of the table and are given an individually wrapped candy bar.
Each player must then slide their candy bar down the table an attempt to score points.
Whatever section the candy bar lands in determines the number of points scored. Add each team's candy bars together for a total.
Most points scored wins.

**Chocolate Syrup Pictionary (MESSY)**
- Come up with a variety of chocolate words/phrases to draw.
- Each team chooses one person to draw and the rest guess.
- Draw a word/phrase and then attempt to draw it in syrup. If their team guesses correctly they score that many points.
- I used an easel with a drop cloth underneath.

**Chocolate Pudding Pie Eating (MESSY)**
- Each team chooses one person to play.
- Fill small bowls with chocolate pudding and whipped cream.
- Cover table with table cloth and drop cloth on the floor. (Though I deduct points if they knock their pie on the floor and so far none have.)
- Each player puts their hands behind their backs and eats their “pie” without using their hands.
- First one done wins.
- Have paper towels on hand!

**Chocolate Tasting**
- I used Nestle bites of Heath, Snickers, Butterfinger, etc. They all look like small chocolate balls with different insides. You could also cut up candy bars into small pieces.
- I have enough so that each team member can try each candy.
- Teams then attempt to guess what each candy is.

**Chocolate Toss**
- Chocolate Ball candy with a prize in the middle – breaks easily.
- 2 players from each team play like a “water balloon toss”
- Whichever team can keep their ball whole wins.
Protect Your Peeps

Materials Needed:

- Peeps – one color/team
- Scrap cardboard
- Duct Tape
- Markers
- Plastic Cups

1. Set up a group of tables in a circle – one team per table.
2. Divide the number of teens who show up into as many teams as you have tables.
3. Give each team a table, a piece of cardboard, a roll of duct tape, 5 plastic cups, a box of 10 peeps, and a bag of large marshmallows.
4. Put extra boxes and cardboard in the center of the room and let teams come up one at a time to select extra pieces.
5. Each team should build a fortress to "protect their peeps." At least 5 peeps must be visible.
6. Then using the large marshmallows, each team would attempt to dislodge the other team’s peeps from their contraptions and knock them onto the floor.
7. The team with the most peeps left on the table wins.

What went Wrong:
- The teens were too good at building and the peeps were impossible to knock off the table. (And that was even after I told them they could not duct tape the peeps to anything and their contraption could not be duct taped to the table.)
- Tossing the marshmallows turned into an all-out marshmallow fight. This, while fun for them, was not fun to clean up. (Using a warm towel and rubbing gets marshmallow out of the carpet)

What I would do differently:
- Have all peeps be visible on the table and perched not inside a box, duct taped together.
- When it comes to throwing marshmallows, I would have each team take turns, tossing 1 marshmallow at a time.

What another library did differently:
- Have each team build a catapult to toss their marshmallows and spend less time building a fortress.
Survivor Night

Materials Needed:

- Snacks & Board Games & Chaperone for Elimination Room
- Pencils
- Scraps Paper

Depending on the mini-games this program requires a wide variety of materials – mostly things you already have on hand.

1. Cut fabric into armbands – one color per team, one armband per player.
2. Put all the armbands into a bag and have each teen pull one out without looking to choose their tribe.
3. You will need to come up with one less game than you have members on a tribe. For example, if you have 6 players on a tribe you will need 5 mini-games and one final game. If you have small numbers you can give each player an immunity token that allows them a second chance if they lose one game.
4. Set up mini-games throughout the library. Station one volunteer at each game.
5. Tribes move from game to game. (one tribe per game) As they compete, one person is eliminated at each game until only one person per tribe is left. These players compete in one final game to determine the winner.
6. After a player is eliminated they return to the elimination room for snacks and games or just to hang out. The first elimination is the worst but they get over it pretty quickly. 😊

Game Suggestions:

Internet Games

- Choose a simple Internet game that players can play in a short amount of time. Collapse, Tetris, etc. The teens will have no problem giving you suggestions. It works best if each player in a tribe can have their own computer.
- Have players play for 5 minutes and then the top scores move on, lowest score is eliminated.
- Another Internet Suggestion: Create a scavenger hunt where team members must look up answers to a set of questions. 5-10 questions only – this will really dispel the myth that teens are truly web savvy.

CD Shuffleboard

- Mark off sections on a table with masking tape to look like the end of a shuffle board. Assign a point total to each section.
- Players line up at one end of the table and are given an old CD.
- Each player must then slide their CD down the table an attempt to score points.
- Whatever section the CD lands in determines the number of points scored.
- Most points scored wins, lowest score is eliminated.

Spinner Rack Totem Poles

- Clear off 2 spinner racks of library materials.
- Collect 2 of a variety of items that might be survivorish – like a seashell, bark, silk flower, etc...
- Place one item in each section of the spinner rack and then cover with a cloth.
- Place other set of items on a table.
- Players take turns and are timed. Uncover the spinner rack and let players look at where each item is located. They then have to take the items on the table and make the second spinner match the first.
You could also do a simple memory game and have each player write down as many items as they can remember.

Cart Races

- You can have 2 carts going at once but I usually have 1 cart and time players.
- Set up short obstacle course throughout the library where the players must push the cart around.
- Fastest time wins – I always tell the teens if they hit any furniture they will add time.

Celebrity Games

- So many ways you can do this.
- Print off 10 pictures off the Web of different celebrities – put masks on them or mustaches or just something to cover part of their face. Have teens guess who is who.
- Have teens guess what movie/book they are in.
- Print off pairs and have the teens guess who goes together. I will even do pairs like Tom & Jerry or other cartoons.
- Or have them guess the character they play.

Food Games

- Find the gummy bears in pudding or spaghetti using your mouth
- Eat so many crackers first.
- Hide M&Ms in Jello.
- Having them search through any kind of food to find items.
- Slurp jello through a straw.

Miscellaneous

- Using your drinking fountain, have teens race to the fountain, fill their mouths and then run back to fill a cup. First to fill their cup wins. Can time it so that one person goes at a time.
- Spread pennies on the floor and have teens take off their shoes and socks, first to pick up 5 pennies with their toes and put them in a cup wins.
- Using a straw and some popcorn have them transfer the popcorn from the table to a cup using only their mouths.
- Fill a kids swimming pool with shredded paper from your shredder and hid things in it, first to find them wins. I’ve done this with puzzle pieces and the first to find their pieces and put together their puzzle wins.
- Hide juice lids around an area of the library. Give each lid a point value. Teens search for the lids and then earn points based on which ones they find.
- I have also hidden eggs with points inside (some negative) and have them search for those.
- A race using chopsticks to pick things up.
- Word puzzles.
- Board Book Stacking – Who can build the tallest stack of board books.
- Board Book Balancing – teens must balance so many board books and walk through some obstacles.
- The Maze Game
The Maze

Materials Needed:

Empty Floor

Masking Tape

Small Prizes

1. Create a grid on the floor using masking tape. I recommend 4x4 or 5x5 as they get better you could always do a larger maze at a later time.

2. Plot out a maze through the grid where you start at one end and come out the other. Not on the floor, but on a piece of paper that only you can see. All the teens see is a blank grid.

For example:

BEGINNING OF MAZE

```
+---+---+---+---+
|   | X |   |   |
|   |   |   | X |
|   | X |   |   |
|   |   |   | X |
|   |   |   | X |
+---+---+---+---+
```

END OF MAZE

To Play:

- Have teens line up behind the beginning line.
- They take turns stepping into the maze. They may only move one space at a time. They can begin in anyone of the spaces in the first row.
- If they step into a space marked with an X on your paper you say YES and they move again.
- If they step into a space that is blank on your paper you say NO and they must move to the back of the line and it is the next player’s turn.
- The next player then must remember what spaces are YES and which spaces are NO.
- The winner is the first teen to make it from the first X to the last and off the other side of the grid.
- You can make the mazes as hard as you like.
- You can include diagonals, backward steps, stepping into a space more than once. I have even added landmines that when stepped on knock players out completely. I have included spaces that transport you to a spot further along the maze.