

THANKSGIVING 60-SECOND CHALLENGE PACK

24 challenge cards, a circuit planner, and a team score sheet

USE SOFT PROPS | EXPLAIN FIRST | SCORE FAIRLY | OFFER SEATED PLAY

24

READY-TO-PRINT CARDS

60

SECONDS PER ATTEMPT

4

BALANCED SKILL ZONES

Host Rules for Every Station

- 1
- Show one complete example before the scored attempt.
- 2
- Give each opponent identical pieces, distances, and starting layouts.
- 3
- Stop all movement at the buzzer; late releases do not count.
- 4
- Record the raw result first, then add circuit points after every team plays.
- 5
- Offer a seated version, partner role, or helper job without pressure.
- 6
- Keep game props on a separate table from cooking and serving surfaces.

Choose the Circuit Before Guests Arrive

#	GAME	STATION	KIT READY	HELPER / NOTES
1			[]	
2			[]	
3			[]	
4			[]	
5			[]	
6			[]	
7			[]	
8			[]	

Challenge Cards

1

STACK + BALANCE

Harvest Cup Pyramid

Ages 6+ | Solo or head-to-head | Reset: 20 sec

SUPPLIES

10 matching paper cups per player.

PLAY + SCORE

Start with nested cups. Build a 4-3-2-1 pyramid, take it down from the top, and return all cups to one stack. Each complete up-and-down cycle earns 1 point. A partial cycle at the buzzer does not score.

EASIER / ACCESS

Use 6 cups in a 3-2-1 pyramid, or play seated.

2

STACK + BALANCE

Turkey Tail Clip-On

Ages 6+ | Seated | Reset: 30 sec

SUPPLIES

Cardboard turkey, 12 cardstock feathers, 12 jumbo clothespins.

PLAY + SCORE

Using one hand, clip feathers around the turkey's tail edge. Count only feathers that remain attached when time ends. If two feathers share one clip, only 1 scores.

EASIER / ACCESS

Use 6 feathers and both hands, or place feathers into large slots instead of clipping.

3

STACK + BALANCE

Pie-Plate Pantry

Ages 7+ | Individual | Reset: 20 sec

SUPPLIES

8 paper cups and 5 sturdy paper plates.

PLAY + SCORE

Build a tower by alternating one upside-down cup and one paper plate. Score 1 point for each plate that remains supported when the timer ends. The tower must remain standing for a 3-count.

EASIER / ACCESS

Set a goal of 3 stable plates. Use paper or lightweight reusable dishes only.

4

STACK + BALANCE

Thankful Card Tower

Ages 8+ | Quiet table | Reset: 15 sec

SUPPLIES

16 plain index cards.

PLAY + SCORE

Fold, lean, or interlock the cards without tape or outside support. At the buzzer, count cards held above the table in one connected, freestanding structure. The tower must stay up for a 3-count.

EASIER / ACCESS

Partners may alternate cards for a cooperative round.

Challenge Cards

5

STACK + BALANCE

Pumpkin Perch

Ages 6+ | Seated or standing | Reset: 20 sec

SUPPLIES

8 upside-down paper cups, 8 orange paper balls, child-safe tongs.

PLAY + SCORE

Use the tongs to place one paper pumpkin on each cup base. The free hand stays flat on the table. Score 1 point for each pumpkin that remains perched for 3 seconds.

EASIER / ACCESS

Move cups closer together or replace the tongs with a large spoon.

6

STACK + BALANCE

Parade Float Slide

Ages 7+ | Solo or partners | Reset: 30 sec

SUPPLIES

Paper plate, 5 empty paper cups or small blocks, painter's tape.

PLAY + SCORE

Stack the pieces on the plate, then slide the whole float across a finish line 24 inches away without lifting it. Each complete delivery earns 1 point. Reset and continue.

EASIER / ACCESS

One partner builds and the other slides. Keep the course on a table.

7

SORT + TRANSFER

Cranberry Crate Transfer

Ages 6+ | Seated station | Reset: 15 sec

SUPPLIES

2 bowls, 15 large red pom-poms or paper balls, child-safe tongs.

PLAY + SCORE

Transfer one cranberry at a time from the full bowl to the empty bowl. Keep the free hand flat on the table. Count pieces resting in the second bowl at the buzzer.

EASIER / ACCESS

Move bowls closer or use a large spoon. Do not use food from the meal.

8

SORT + TRANSFER

Feather Color Draft

Ages 5+ | Visual sorting | Reset: 20 sec

SUPPLIES

18 cardstock feathers in 3 colors and 3 matching paper cups.

PLAY + SCORE

Move one feather at a time from the tray to its matching cup. Each correctly sorted feather earns 1 point. A wrong placement may be corrected before time ends.

EASIER / ACCESS

Use 2 colors, or match printed shapes instead of colors.

Challenge Cards

9

SORT + TRANSFER

Cornucopia Clip Count

Ages 7+ | Fine-motor play | Reset: 15 sec

SUPPLIES

Cardboard cone or cornucopia board and 16 jumbo clothespins.

PLAY + SCORE

Using one hand, clip as many clothespins as possible around the outer edge. Each clip must grip the cardboard and remain attached at the buzzer to score 1 point.

EASIER / ACCESS

Use both hands, steady the board, or place paper shapes onto marked spaces.

10

SORT + TRANSFER

Menu Pair Dash

Ages 6+ | Quiet table | Reset: 20 sec

SUPPLIES

12 face-up picture cards forming 6 matching pairs.

PLAY + SCORE

Move one card at a time from the taped play area to the pairing area. Each exact pair earns 1 point. Unmatched cards in the pairing area do not score.

EASIER / ACCESS

Use familiar pictures for early readers. Turn cards face down for a harder memory round.

11

SORT + TRANSFER

Pumpkin Parcel Pass

Ages 7+ | Two-player team | Reset: 10 sec

SUPPLIES

Large orange paper ball, 2 paper plates, and 2 trays.

PLAY + SCORE

Partners use the plates as scoops to move the pumpkin from one tray to the other without touching it with their hands. Reverse direction. Each tray-to-tray delivery earns 1 point.

EASIER / ACCESS

Place trays 18 inches apart. Return a dropped ball to the last tray.

12

SORT + TRANSFER

Leaf Lane Sweep

Ages 6+ | Low-mess movement | Reset: 20 sec

SUPPLIES

12 paper leaves, an index card, and 2 tape lines.

PLAY + SCORE

Fan the leaves with the index card until they cross the finish line. Hands and the card may not touch a leaf. Score 1 point for each leaf fully beyond the line.

EASIER / ACCESS

Shorten the lane or use larger leaves. No blowing or straws are needed.

Challenge Cards

13

AIM + LAND

Turkey Tail Target

Ages 6+ | Indoor target | Reset: 20 sec

SUPPLIES

6 rolled socks, large turkey-tail target, and a tape line.

PLAY + SCORE

Toss one rolled sock at a time. The center tail scores 3, middle sections score 2, and outer sections score 1. Add the value of socks touching a scoring area at the buzzer.

EASIER / ACCESS

Move the line closer for children or seated players. A sock touching two zones gets the lower value.

14

AIM + LAND

Harvest Basket Toss

Ages 6+ | Head-to-head | Reset: 30 sec

SUPPLIES

10 crumpled paper balls and 3 cardboard boxes.

PLAY + SCORE

Label the boxes 1, 2, and 3 points by distance. Toss one paper ball at a time. Add the value of balls resting inside the boxes when time ends.

EASIER / ACCESS

Set one team target and let players alternate throws.

15

AIM + LAND

Pie Plate Slide

Ages 7+ | Open floor | Reset: 20 sec

SUPPLIES

6 paper plates and painter's-tape scoring zones.

PLAY + SCORE

Slide one plate at a time from behind the line. A plate scores by the zone containing most of it after all movement stops. Plates outside the course score 0.

EASIER / ACCESS

Use smaller paper circles and a tabletop course for seated players.

16

AIM + LAND

Parade Route Roll

Ages 6+ | Controlled movement | Reset: 20 sec

SUPPLIES

Soft foam ball, 2 cardboard gates, and a finish box.

PLAY + SCORE

Roll the ball so it passes through both gates and reaches the finish box. Each complete route earns 1 point. Reset after every attempt. Roll only - do not throw or kick.

EASIER / ACCESS

Widen the gates or remove the second gate.

Challenge Cards

17

AIM + LAND

Landing Leaves

Ages 5+ | Seated | Reset: 15 sec

SUPPLIES

15 cardstock leaves and 1 paper plate.

PLAY + SCORE

Hold one leaf about 18 inches above the plate and release it without guiding it. A leaf that comes to rest touching the plate earns 1 point.

EASIER / ACCESS

Use a larger tray. Treat this as a light skill round, not the final tiebreaker.

18

AIM + LAND

Cornucopia Ring Land

Ages 6+ | Solo or head-to-head | Reset: 20 sec

SUPPLIES

6 lightweight cardboard rings and 3 paper cups weighted with crumpled paper.

PLAY + SCORE

Toss one ring at a time. The closest cup scores 1, the middle cup 2, and the far cup 3. A ring must settle around the cup to count.

EASIER / ACCESS

Use wider rings and move every cup closer. Do not use glass or hard rings.

19

THINK + TEAM

Parade Pattern Copy

Ages 6+ | Memory | Reset: 20 sec

SUPPLIES

Two identical sets of 8 colored parade cards.

PLAY + SCORE

Show a 6-card pattern for 10 seconds, then cover it. Rebuild it with the second set. A perfect sequence scores 3. Otherwise, score up to 2 for cards in the correct position.

EASIER / ACCESS

Use 4 cards. Name colors or symbols aloud before covering the sample.

20

THINK + TEAM

Place-Setting Snapshot

Ages 7+ | Visual memory | Reset: 20 sec

SUPPLIES

Printed plate, cup, napkin, spoon, and fork pieces plus a reference card.

PLAY + SCORE

Study the reference for 10 seconds. Cover it, mix the paper pieces, and rebuild the layout. Score 1 point for each piece in the correct position and orientation.

EASIER / ACCESS

One teammate studies and describes while the other builds. Use paper pieces only.

Challenge Cards

21

THINK + TEAM

Thanksgiving Charades Blitz

Ages 7+ | Teams of 3+ | Reset: 15 sec

SUPPLIES

Prompt cards and timer.

PLAY + SCORE

One actor mimes without speaking, spelling, or pointing to the answer nearby. The team scores 1 per correct answer in 60 seconds. The actor may pass once.

EASIER / ACCESS

Act from a chair, work with a partner, or use general prompts from GamingStation.org/charades-generator/.

22

THINK + TEAM

Harvest Word Scramble

Ages 8+ | Readers or teams | Reset: 10 sec

SUPPLIES

Printable scramble card, pencil, and answer key.

PLAY + SCORE

Solve the 6 scrambled seasonal words. Each correctly spelled answer earns 1 point. Capitalization does not matter.

EASIER / ACCESS

Read the letters aloud or add a small picture clue beside each word.

23

THINK + TEAM

Thankful Categories Relay

Ages 8+ | Teams of 2-5 | Reset: 15 sec

SUPPLIES

Category sheet and 1 pencil per team.

PLAY + SCORE

Players take turns writing one answer, then pass the pencil. Score 1 for each relevant, readable answer with no repeats. Use neutral categories; no private story is required.

EASIER / ACCESS

One player may record answers spoken by the team.

24

THINK + TEAM

Turkey Blueprint Relay

Ages 7+ | Two-player teams | Reset: 30 sec

SUPPLIES

Blueprint card, paper turkey pieces, and privacy folder.

PLAY + SCORE

The describer sees the finished turkey. The builder sees only loose pieces. The describer may explain but cannot point or touch. Score 1 per correctly placed piece.

EASIER / ACCESS

Remove 2 decorative pieces, or let partners sit side by side with the blueprint hidden.

Team Score Sheet

EVENT: _____ **DATE:** _____

TEAM: _____ **TIMER:** _____

#	GAME	RAW RESULT	PLACE	CIRCUIT PTS	NOTES
1					
2					
3					
4					
5					
6					
7					
8					

CIRCUIT POINTS

1st = 3 points | 2nd = 2 points | 3rd = 1 point

Ties may share points unless a tiebreaker was announced first.

FINAL TOTAL

Use one sheet per team. Add raw results only within the same game; use circuit points across different games.

Host Setup + Rotation



Master Supply Check

- [] Paper cups, plates, bowls, trays, and cardboard boxes
- [] Large paper balls, soft props, leaves, and feathers
- [] Tongs, spoons, jumbo clothespins, and index cards
- [] Painter's tape, printed targets, rule cards, and pencils
- [] Visible timer, clipboards, score sheets, and reset bags
- [] Large-print rules or another requested communication format

Station Rotation Planner

#	GAME	STARTING TEAM	HELPER	RESET ITEMS
1				
2				
3				
4				
5				
6				
7				
8				

Before the First Timer

- [] Clear walkways and separate the circuit from food service.
- [] Mark every start line, target position, and supply layout.
- [] Demonstrate each game and announce ties, drops, and late-release rules.
- [] Assign timer, scorekeeper, reset helper, and reader roles.
- [] Set one practice attempt and one scored attempt per station.

Full rules: GamingStation.org/thanksgiving-minute-to-win-it-games/