



# MINUTE to WIN IT!

## JUNK IN THE TRUNK

Get ready to shake your way to a win with this easy minute to win it game!

### Materials:

- 2 empty tissue boxes with plastic removed
- 16 Ping-Pong balls (8 per box)
- yarn or string
- scissors

1. Remove all of the plastic from the empty tissue boxes
2. Use scissors to poke a hole on each side of the box and thread the yarn or string through.
3. Tie the box around each player's waist with the box in the back.
4. When the timer starts, shake with both hands, and twist to get the Ping-Pong balls out.
5. The player with the most balls out when the timer stops is the winner.

# 25 GAMES



# MINUTE TO WIN IT!



# MINUTE to WIN IT!

## 25 Games for the Classroom

“Minute to Win It” games are a type of party game that originated from the American television show “Minute to Win It.”

The concept is simple: players are given a series of challenges that they must complete in just 60 seconds.

The challenges usually use common household items and require a combination of skill, speed, and sometimes luck. The tasks can range from stacking cups in a specific pattern, to bouncing a Ping-Pong ball into a series of cups, to moving cookies from your forehead to your mouth without using your hands. The key is that all tasks must be completed in under a minute.

This resource includes a collection of 25 “Minute to Win It” games that can be played in your classroom.

**[For more information, check out my blog post, “Minute to Win It Games in the Classroom.”](#)**



# MINUTE to WIN IT!

## 25 Games for the Classroom

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# MINUTE +0 WIN IT!

## 25 Games for the Classroom

### Game Uses Only ONE Type of Material

- Stack Attack (plastic cups)
- Peep Face Game (Peeps)
- Face the Cookie (flat cookies)
- Human Ring Toss (5 hula hoops)
- Defying Gravity (balloons)
- Magic Carpet Ride (two towels)
- Cantagious – (soda cans)
- Stick the Landing – (water bottles)

### Game Requires Food

- Peep Face Game (Peeps)
- Face the Cookie (flat cookies)
- The Big Toss (can use pennies)
- Candy Unwrapping, With a Twist (any wrapped candies)
- Noodling Around (uncooked pasta)
- Chopstick Transfer (jelly beans, Skittles, or mini-marshmallows)
- Separation Anxiety (Skittles)

### Game Needs a Large Space

- Whippersnapper
- Candelier
- Go the Distance
- Magic Carpet Ride
- Rapid Fire
- Stack Attack
- The Big Toss
- Human Ring Toss
- Yank Me



# MINUTE to WIN IT!

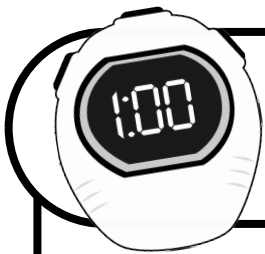
## Video of Gameplay

**Note to Teacher:** Click on any of the titles below to watch a video of each game. Be sure to **preview them by yourself (without students)** for a better idea of how each game is played.

Game
<a href="#">Junk in the Trunk</a>
<a href="#">Stack Attack</a>
<a href="#">Scoop It Up</a>
<a href="#">Peep Face Game</a>
<a href="#">Face the Cookie</a>
The Big Toss*
<a href="#">Human Ring Toss</a>
Candy Unwrapping, With a Twist*
<a href="#">Don't Blow the Joker</a>
<a href="#">Noodling Around</a>
<a href="#">Dizzy Mummy</a>
<a href="#">Defying Gravity</a>
<a href="#">Pong Bounce</a>

Game
<a href="#">Yank Me</a>
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<a href="#">Go the Distance</a>
<a href="#">Magic Carpet Ride</a>
<a href="#">Rapid Fire</a>
<a href="#">Stick the Landing</a>
<a href="#">Cup Ballet</a>

\*Game does not have video.



# MINUTE +0 WIN IT!

## JUNK IN THE TRUNK

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### Materials:

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- 16 Ping-Pong balls (8 per box)
- yarn or string
- scissors

1. Remove all of the plastic from the empty tissue boxes.
2. Use scissors to poke a hole on each side of the box and thread the yarn or string through.
3. Tie the box around each players' waist with the box in the back.
4. When the timer starts, shake the hips, bend, and twist to get the Ping-Pong balls out of the box.
5. The player with the most balls out of the box when the timer stops is the winner.



# MINUTE TO WIN IT!

## STACK ATTACK

*A game of dexterity and speed, Stack Attack is all about creating and destroying your pyramid.*

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### Materials:

- ❑ 72 plastic cups (36 per player)

1. Create two columns of 36 cups. Stack the cups on the floor or a table.
2. Each player will get one column of cups.
3. Start the timer. Each contestant will need to stack their cups into a pyramid and then unstack them in under a minute.
4. The player that is able to successfully stack and unstack their cups the fastest wins.



# MINUTE to WIN IT!

## SCOOP IT UP

*Transferring one Ping-Pong ball from one bowl to the other seems pretty easy. Heck, even transferring six Ping-Pong balls from one bowl to the other is like a walk in the park. Wait, you can't use your hands? Check this game out!*

### Materials:

- 12 Ping-Pong balls (replace with cotton balls to make it a little easier)
- 4 bowls
- 2 spoons

1. Place 6 Ping-Pong balls in two bowls.
2. In front of the players will be the full bowls. Place the two empty bowls about a foot away to the left or the right of the players' full bowls.
3. When the timer starts, and without using their hands, each player must scoop up a ball with a spoon in their mouth.
4. The first player to finish this before the minute is up is the winner!





# MINUTE +0 WIN IT!

## PEEP FACE GAME

*Make a game out of the leftover Peeps you have laying around from Easter! This one might get sticky, but that's half the fun!*

### Materials:

- Peeps (or marshmallows)
- knife

1. Cut the Peeps or marshmallows in half, so the sticky part of the marshmallow is exposed.
2. As the timer starts, the players must stick as many Peeps to their face as they can before the minute is up.
3. The player with the most Peeps on their face wins!



# MINUTE to WIN IT!

## FACE THE COOKIE

*Eating cookies is the easy part. The hard part? Not being able to use your hands!*

### Materials:

- pack of flat cookies, such as Oreos or Nilla Wafers

1. Each player must put their head back. They will have a cookie placed on their forehead.
2. When the timer starts, the players have one minute to move the cookie from their forehead to their mouth without using their hands!
3. If the cookie falls, they must start over. The first player to eat the cookie before the timer is up wins!



# MINUTE to WIN IT!

## THE BIG TOSS

*Enjoy this challenge as you race to see who is more accurate!*

### Materials:

- 100 jelly beans (or Goldfish, Skittles, or pennies)
- 4 cups

1. Have two teams of two for this game. If you have more teams, either take turns OR have more jelly beans and cups ready.
2. Team members will stand about 6 feet across from each other. Increase the distance to increase the difficulty!
3. One side will have jelly beans in their cups; the other side will have empty cups.
4. When the timer starts, the side with the jelly beans must toss one jelly bean at a time into their teammate's empty cup.
5. The team with the most jelly beans on the other side when the minute is up wins the round.



# MINUTE +0 WIN IT!

## HUMAN RING TOSS

*Can you stand to the challenge this game poses?*

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### Materials:

- 5 hula hoops

1. One player will stand as the post, staying very still despite flying objects coming right for them.
2. Another player will be standing about 6-10 feet away with all the hula hoops.
3. When the timer starts, the player with the hula hoops will attempt to get all 5 around the human post before the minute is over.
4. The player that can do this the fastest wins the game!



# MINUTE +0 WIN IT!

## CANDY UNWRAPPING, WITH A TWIST

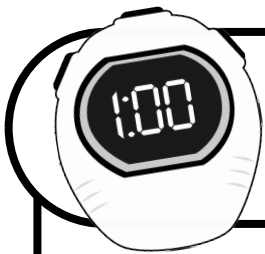
*Candy is always a tasty treat, but can the determination to eat the candy help when you have to wear oven mitts to unwrap each candy?*

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### Materials:

- 20-30 wrapped candies (examples: Hershey's Kisses, Jolly Ranchers, Starbursts, etc.)
- 4 oven mitts (2 for each player)

1. Each player will put on the oven mitts.
2. Pour all the wrapped candies between the two players.
3. When the timer starts, the players will need to unwrap as many candies as they can with the oven mitts on before the minute has ended. They cannot use their body or the table for leverage.



# MINUTE to WIN IT!

## DON'T BLOW THE JOKER

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### Materials:

- standard 52-card deck
- 1 flat-top bottle (can be a soda bottle, hot sauce bottle, but needs a flat cap/top)

1. Place a single joker card on the bottom of the deck of cards.
2. Balance the entire deck on top of the glass bottle. Make sure the joker is still on the bottom.
3. When the timer starts, the player must blow away all the cards *except* the joker. No hands can be used during this.
4. Each player has one minute to complete this. If they blow away the joker by accident, they lose!



# MINUTE to WIN IT!

## NOODLING AROUND

*Did you know there are over 350 kinds of pasta in the world? Don't fret – this game only requires two!*

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### Materials:

- uncooked spaghetti noodles
- uncooked penne pasta

1. Each player will put a single uncooked piece of spaghetti in their mouth.
2. There will be a total of 6 uncooked penne pasta pieces per player. (Say that 5x fast!)
3. When the timer starts, each player will have one minute to get all 6 of their penne pasta pieces onto their spaghetti. The catch is, they can't use their hands!
4. If the spaghetti breaks, they must start over with a new spaghetti noodle. The first player to get all 6 penne pieces is the winner!



# MINUTE +0 WIN IT!

## DIZZY MUMMY

*We dare you to not get dizzy with this challenging game!*

### Materials:

- rolls of toilet paper (multiply the number of rolls by the number of teams)
- pencils (one per team)

1. Each team will have two players: the mummy and the wrapper.
2. Put a pencil through the hole of the toilet paper roll and pass that along to the wrapper on each team.
3. The wrapper will stand in one place holding the toilet paper, while the mummy will be the one to move.
4. When the timer starts, the mummy will grab hold of the end of the roll of toilet paper and begin to spin!
5. The point is to become completely wrapped by finishing the roll of toilet paper before the minute is over.
6. If, at any point, the toilet paper rips or the mummy falls over, game over! The first team to finish before the minute is over wins!





# MINUTE +0 WIN IT!

## DEFYING GRAVITY

*Have you ever tried to keep balloons in the air by preventing them from touching the ground? Take that game to the extreme with Defying Gravity!*

### Materials:

- 2 balloons

1. Blow up both balloons.
2. When the timer starts, the player will throw both balloons into the air and prevent them from falling to the ground.
3. The player is only allowed to use one hand. Using two will result in a disqualification (or a re-do!). To make this game even harder, you could use the rule of no hands. Body, feet, nose, and blowing can all be used, but no hands.
4. The player who can do this for one full minute wins the game!



# MINUTE TO WIN IT!

## PONG BOUNCE

*This game is great as a head-to-head minute to win it game. Get your bounce on!*

### Materials:

- 12 Ping-Pong balls
- 12 empty plastic cups

1. Line 6 plastic cups in front of one player, then do the same for the second player.
2. Each player will have 6 Ping-Pong balls.
3. Set a timer for one minute. When the timer starts, the players must bounce one Ping-Pong ball onto the table and into an empty cup. They must do this for all six cups - one Ping-Pong ball for each cup.
4. The player who finishes first – and before the timer is up – is the winner! If this is too easy, increase the distance between the player and the cups!



# MINUTE +0 WIN IT!

## YANK ME

*This one is a little more challenging and requires A LOT of patience.*

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### Materials:

- 8 plastic cups
- 6 index cards

1. For this head-to-head game, hand each player 4 plastic cups and 3 index cards.
2. When the timer starts, the players must place a cup face down on the table, then a card, then a cup, and so on, to create a tower.
3. Before the minute is up, the player then must yank the index card at the top out from under the cup, so that there is a stack of two cups on top of one index card.
4. Each player must continue this until all index cards are removed and all cups are stacked together.
5. If the cups fall over at any point, the player must start over. The first person to complete this challenge wins!



# MINUTE +0 WIN IT!

## CHOPSTICK TRANSFER

*Do you think your players are ready for this agility game? Chopsticks are already hard to use, but now try picking up tiny little Skittles or jelly beans... Impossible? Maybe!*

### Materials:

- 2 pairs of chopsticks
- 4 plates
- 40-60 jelly beans or Skittles (or mini-marshmallows to make it a little easier)

1. Two players will each have a pair of chopsticks and 2 plates in front of them. One of their plates will have 20-30 small candies or marshmallows on it and the other will be empty.
2. When you start the timer, the players must transfer the candies or marshmallows to the empty plate only using the chopsticks.
3. At the minute mark, whomever has the most transferred to the second plate wins!



# MINUTE to WIN IT!

## A BIT DICEY

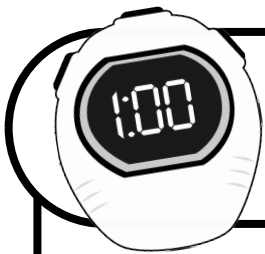
*If you have extra dice laying around, scoop them up for this tough cookie of a game.*

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### Materials:

- 10 dice (use Legos of the same size to make this game slightly easier)
- 2 popsicle sticks

1. Give a single popsicle stick and five dice to each player.
2. When the timer starts, each player must have the popsicle stick in their mouth. They will carefully be creating a tower of dice on the end of the stick. (If using Legos, have the player create the tower and then try to balance it on the end of the stick.)
3. Before the minute is over, the winner will have created a tower with the dice and have balanced it there for ten seconds!



# MINUTE to WIN IT!

## SEPARATION ANXIETY

*Do you have what it takes to beat the clock and separate an entire bag of Skittles? Put it to the test!*

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### Materials:

- 1 bag of regular Skittles
- 5 clear cups or containers

**(Use double the amount of supplies for a head-to-head competition.)**

1. The player will empty the bag of skittles and line the 5 cups or containers in front of them. There should be one cup/container for each color.
2. When the timer starts, the player has one minute to separate all the colors into the 5 cups.
3. The fastest person to finish separating the Skittles is the winner!



# MINUTE to WIN IT!

## CANTAGIOUS

*This game is hard! Don't wobble too much, or your cans will fall over.*

### Materials:

- 3 empty soda cans
- 3 full soda cans

1. Stack the empty cans, then stack the full cans separately. Hold the stack of empty cans with one hand and the stack of full cans with the other.
2. When the timer starts, the player has one minute to get all three full cans into the opposite hand without putting any of the cans down or using their body as leverage.
3. If any of the cans fall, the player must start over. The goal is to complete the switch before the timer goes off. The winner is the player that can complete this the fastest.



# MINUTE TO WIN IT!

## WHIPPERSNAPPER

*Whippersnappers and adults can enjoy this fun minute to win it game!*

### Materials:

- 1 towel
- 10-pound weight or heavy books
- 10 or more Ping-Pong balls
- 1 bucket or small, empty trash can

1. Lay the towel flat on the ground. Place the weight or heavy books on the end of the towel.
2. About 10 feet away from the end of the towel, place the bucket or trash can.
3. When the timer starts, the player will put a single Ping-Pong ball on the top of the towel and attempt to fling it into the bucket.
4. They have one minute to get as many Ping-Pong balls as they can into the bucket.
5. The player with the most Ping-Pong balls in the bucket when the minute is up is the winner!





# MINUTE +0 WIN IT!

## CANDELIER

*Can you build a beautiful chandelier using cans? Try this minute to win it game to find out!*

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### Materials:

- 5 paper plates
- 15 empty soda cans

1. Gather all the materials so that they are close to the player.
2. When the timer starts, the player must place one can down, then place a plate on top of the can. Next, the player should place two cans on top of the first plate and then a second plate on top of those cans. Increase the number of cans used with each new level of the chandelier or tower.
3. The player will do this until there is nothing left to stack. The player that has the fastest time wins!



# MINUTE to WIN IT!

## GO THE DISTANCE

*Slow and steady wins the race, right? Will that help you in this minute to win it game?*

### Materials:

- at least 6 Ping-Pong balls (at least 3 per player; more would be helpful)
  - 2 measuring tapes
  - 6 short, small glasses (The mouth of the glass should be just big enough to allow a Ping-Pong ball to pass into the glass.)
1. Two players will stand behind the starting line, each with their own Ping-Pong balls and measuring tape.
  2. In a staggered line in front of each player will be 3 small glasses. This line should be in varying distances away from them (5, 6, and 7 feet).
  3. When the game starts, each player will need to extend the measuring tape to just the right length to get a Ping-Pong ball into each of the glasses by rolling it down the measuring tape.
  4. The player who does this first or the player who was able to get the most Ping-Pong balls into the glasses in one minute is the winner.



# MINUTE +0 WIN IT!

## MAGIC CARPET RIDE

*This may not be as magic as Aladdin's carpet, but it will definitely make you laugh!*

### Materials:

- 2 towels**
- colorful tape**

1. This game requires a minimum of two players, but it is great for relay teams of two or more. Make sure if there are teams that the teams all have the same number of people.
2. Mark the starting line with a long strip of colorful tape. About 10-15 feet away, place another long strip of colorful tape to mark the finish line.
3. When the game starts, the players each sit on a towel at the starting line (hands, feet, butt, and all should be on the towel) and will need to wiggle themselves to the finish line. If they are playing with teams, a team member will be waiting at the second line to hop on the "magic carpet" and take it back to the first line.
4. The players must keep their feet, hands, and other body parts on the towel at all times. If they come off the towel or touch the floor, they must stop and get back on the towel before they may continue.
5. The first player to finish or the first team to have everyone successfully ride the carpet wins the game!



# MINUTE to WIN IT!

## RAPID FIRE

***Take cover from the flying rubber bands! This minute to win it game is incredibly fast-paced.***

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### Materials:

- bag of rubber bands
- 20 plastic cups (substitute with empty soda cans if you need to)

1. Stack a pyramid of 10 cups for each player, far enough away from one another that when one player's pyramid is knocked over, it doesn't affect the other player's pyramid. Make sure the pyramids are close to the edge of a table.
2. About 6 feet away from their pyramids, the players will have a handful of rubber bands.
3. When the timer starts, they will have to slingshot the rubber bands into the pyramid, trying to knock all the cups down.
4. The first person to knock all their cups down before the minute is up wins this round of Rapid Fire!



# MINUTE to WIN IT!

## STICK THE LANDING

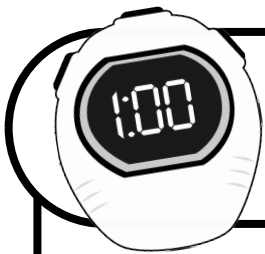
*Remember that trend where kids were flipping water bottles? Add a timer to that concept and see if your players can do this under a minute!*

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### Materials:

- 2 half-full water bottles (4 for a head-to-head competition)

1. When the timer starts, the player will use one hand to flip a water bottle 360 degrees around to attempt a safe landing.
2. If the water bottle flips completely and lands straight up, the player will do the same for the next water bottle.
3. The player must finish this challenge in under a minute. If taking turns at this, the player that is able to finish the fastest is the winner.
4. For a head-to-head competition, the first person to finish or get the furthest wins.



# MINUTE +0 WIN IT!

## CUP BALLET

*Cup Ballet can either be a head-to-head challenge or a race-the-clock game, so get ready!*

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### Materials:

- plastic cups (red Solo cups work best)
- full plastic water bottle or glass (multiply this by the number of people playing at one time)

1. Place the full plastic water bottle about 6-8 inches away from the edge of a table.
2. When the timer starts, the player will place the plastic cup upside down at the very edge of the table, with it slightly hanging over. They will attempt to flip the cup onto the water bottle.
3. To make this game more team-oriented, have a person hold the water bottle about 4-6 feet away. This will make it more difficult and will require flipping the cup harder.
4. The first person or team to get the cup onto the water bottle before the minute is up wins!

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Thanks!  
Jennifer Findley

