Minute to Win It
Classroom Activities

Applying SCIENTIFIC METHODS & ENGINEERING SKILLS to the games!

Mr. Luke Spencer and Mrs. Heather Edwards
Symbi GK-12 Program

Acknowledgment: NBC and Minute to win it TV Show
http://www.nbc.com/minute-to-win-it/how-to/
Minute to Win It

**PROBLEM**: The CHALLENGE? (minute to do WHAT?)
**HYPOTHESIS**: What do YOU THINK will work?

**VOCAB**: List 3 vocabulary words that you think might relate to this activity

**MATERIALS**: supplies
**PROCEDURE**: DETAILED steps YOU THINK you need
**DATA**: Working or not and changes to PROCEDURE? Chart?

**CONCLUSION**: Using those **VOCAB** (underline them) terms, EXPLAIN what worked or NOT and WHY?

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CREATE your OWN
Minute to Win It

**PROBLEM:** Create YOUR CHALLENGE?(minute to do what?)

**HYPOTHESIS:** What do YOU THINK will work?

**VOCAB**: List 3 vocabulary words that you think might relate to this activity

**MATERIALS:** supplies – could be basic classroom or household (you may have to bring them – SAFETY!!)

**PROCEDURE:** DETAILED steps YOU THINK you need

**DATA:** Working or not and changes to PROCEDURE?
Chart?

**CONCLUSION:** Using those **VOCAB** terms, EXPLAIN what worked or NOT and WHY?
AND – what could you change to make this harder or easier?

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HIGH ROLLER

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HIGH ROLLER

**PROBLEM:** Use a cup to vertically stack dice in towers of 3, 4 and 5.

**MATERIALS:** 1 stiff plastic cup AND at least 5 six-sided dice

**RULES:**
1) Place dice on the table so that none are stacked vertically.
2) When the clock starts, player may pick up the cup and begin attempting to stack the dice.
3) Player's hands may be used to position dice on the table, but may not be used to stack them directly, or to help scoop, slide or toss them into the cup.
4) When attempting to stack the dice, the cup must be inverted with its bottom nearly parallel to the table surface. No credit will be given for "pouring" 1 die onto another.
5) Player must first stack 3, then 4, and then 5.
6) Player may have no more than the number of dice intended to be stacked (i.e. may not have 5 dice in the cup while trying to stack 3).
7) Each stack must remain freestanding for 3 seconds to receive credit.
8) To complete game, player must stack 3 dice, then 4 dice, and have the final inverted cup with the stack of 5 dice on the table within the 60-second time limit so that after the cup is removed, the final stack remains freestanding for 3 seconds.

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PING TAC TOE

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PING TAC TOE

**PROBLEM:** Player must bounce ping-pong balls into a grid of glasses to get a 3 in a row. Player must alternate color of the ping-pong ball thrown after a ball lands in a glass.

**MATERIALS:** 9 glasses of water, 3 white & 3 orange ping-pong balls, table

**RULES:**
1) Set up the glasses in a 3x3 grid like a tic-tac-toe game.
2) When the clock starts, player may grab and bounce 1 ping-pong ball at a time.
3) Player may only use 1 designated hand to bounce the ping-pong balls.
4) After landing 1 ping-pong ball in a glass, player must throw the other color ping-pong ball until they land another that color.
5) To complete the game, the player must get 3 balls in a line in any direction within the 60-second time limit.

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RAISIN THE BAR

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RAISIN THE BAR

**PROBLEM:** Remove a small box of raisins from under an overturned empty glass bottle without touching the bottle or causing it to fall over.

**MATERIALS:** 10 glass soda bottles, 10 small boxes of raisins

**RULES:**
1) Set each glass bottle upside down, balanced on the center of a full raisin box. Leave several inches between each setup.
2) When the clock starts, player may use 1 hand to remove the first box of raisins, so that the glass remains balanced upside down on its open end.
3) Player may not touch the bottles.
4) To complete the game, the contestant must remove a raisin box so that its corresponding bottle remains inverted on the table 3 times within the 60-second time limit. Each bottle must remain inverted and stationary for 3 consecutive seconds.
5) Instructions and blueprint videos on this site are provided for practice and entertainment purposes only. Games played on the show are subject to rules provided to contestants and game levels may vary depending on quantities, distances or other considerations required for successful completion.

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TRIPLE PONG PLOP

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TRIPLE PONG PLOP

**PROBLEM:** Player must get 5 ping-pong balls into a fish bowl by bouncing them off 3 plates, lined up in front of the fish bowl.

**MATERIALS:** 3- 11" plates, least 5 ping-pong balls, 1 fishbowl

**RULES:**
1) Set up plates in a straight line with 1" between their rims. Place the fishbowl 10" away from the rim of the third plate.
2) When the clock starts, player may grab ping-pong balls and bounce them off the plates to land in the fishbowl.
3) The ball must hit all 3 plates, at least 1 time each, in order to count.
4) Any ball that touches the ground at any time is void.
5) Player may only throw with his or her designated throwing hand.
6) To complete the game, all 5 ping-pong balls must remain concurrently in the fishbowl within the 60-second time limit.

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Back Flip

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Back Flip

**PROBLEM:** Catch 2 pencils in hand from back of hand, adding 2 each time until there are 12 pencils. (5 sets of this game)

**Rules:**
1) Pencils are placed on playing surface in increments of 2, with all erasers facing the same direction.
2) When the clock starts, player picks up first set of 2 pencils and places them on the back of his/her hand.
3) Player must flip pencils into the air, then catch them together. Player adds two more pencils with each turn, building to a final set of 12.
4) Player cannot add the next set of 2 pencils until the previous set has been caught.
5) To complete the game, player must catch sets of 2, 4, 6, 8, 10, and finally 12 pencils in succession within the 60-second time limit.

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Caddy Stack

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Caddy Stack

**PROBLEM:** Stack 3 golf balls on top of each other, and they stay for 3 seconds. (6 sets of this game)

**Rules:**
1) When the clock starts, player may grab balls and attempt to stack them.
2) To complete the game, 3 golf balls must be stacked freestanding atop the other within the 60-second time limit, and must remain freestanding for 3 seconds.

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Johnny Applestack

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Johnny Applestack

**PROBLEM:** Stack 5 apples on top of each other. (2 sets of this game- keep apples OFF floor)

**Rules:**
1) When the clock starts, player may begin stacking apples.
2) Player may not alter the apples in any way.
3) To complete the game, player must stack 5 apples so they are freestanding, 1 on top each other, within the 60-second time limit. They must remain freestanding for 3 seconds.

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Candy Elevator

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Candy Elevator

**PROBLEM:** pull M&Ms up to mouth, standing on table, with candy on two pencils on strings over the ears. Keeping strings apart. (6 sets of this game)

1) Place pencils side by side and tie them together at each end so that there's several feet of string free.

2) Set the pencils down, place M&Ms in the middle and place each loose string over an ear.

3) When the clock starts, player will raise the pencil elevator by pulling 1 string with the right hand, the other with the left hand.

4) Strings may not be placed into the same hand, stepped on, crossed, or wrapped around any object other than the hand or fingers.

5) If candy falls at any time the player loses.

6) To complete the game, player must get all 3 candies into the mouth within the 60-second time limit.

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Candelier

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**Problem**: Stack 5 levels of cans, starting with 1 on the bottom and 5 on the top, inserting a paper plate in between each level.

**Rules:**

1) The game begins with 15 cans to the left of the building surface and the paper plates to the right of the building surface.

2) When the clock starts, player may start stacking the first can and plate.

3) To complete the game, player must have stacked 5 levels of cans with a paper plate between each level, and 5 cans on the uppermost plate.

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