

Optional Fun Interactive Activity Descriptions

Games	Description	Opt. Prize Needed	Area Size	# Of Players	Setup Required	Time Need
Coke & Pepsi	<p>Players line up in pairs across the dance floor — one called Coke, one called Pepsi. When a soda name is called:</p> <ul style="list-style-type: none"> • Coke / Pepsi: That side runs across and sits on their partner's knee. • Seven-Up: Both meet in the middle and join hands behind their backs. • Dr. Pepper: Everyone freezes. <p>Last pair to complete the move is eliminated each round. Game continues until one winning pair remains.</p>	2 prizes	Large	Two teams with partners	No setup	10-20 min
Tilt-A-Cup Toss	<p>Partners stand 10 feet apart — one is the Cup Holder, the other the Ball Tossler. The holder starts with 5–8 cups stacked together in one hand.</p> <ul style="list-style-type: none"> • On "Go!", the tosser launches ping pong balls toward the stack. • When a ball lands in a cup, that cup (with the ball still inside) is moved to the bottom of the stack. • The game continues until each cup has caught a ball and been restacked. <p>It gets trickier as the stack grows wobbly — first team to fill and stack all cups wins!</p>	2 prizes	Medium to large	Up to 10 teams of two	Minor setup, Definite borders marked	15 min
Stuff It!!!	<p>Up to 20 players split into 4 teams. Each team picks a captain — who proudly wears a giant 9XL t-shirt.</p> <ul style="list-style-type: none"> • A 3-minute timer is set. • On "Go!", teammates blow up and tie balloons, then stuff them into their captain's shirt — one at a time, as fast as they can. <p>The team with the most balloons packed into their captain's shirt when time's up wins!</p>	Team prize or no prize	Medium	Up to 4 teams of 5-8 players each with captains	Handful of balloons per team, Uses timer	10-15 min
Hula Hoop Hustle	<p>Two equal teams line up on opposite sides of the dance floor, holding hands to form an unbreakable chain. A hula hoop starts at one end.</p> <ul style="list-style-type: none"> • On "Go!", the hoop is passed down the line — over heads, under legs — without ever breaking the chain. • Once it reaches the end, it must travel back to the starting player the same way. <p>First team to complete the full round-trip wins!</p>	Team prize or no prize	Medium to large	Two team relay	No setup	5 min
Hula Hoop Shuffle	<p>Players form a circle, holding hands and facing outward. A single hula hoop is placed within the linked hands.</p> <ul style="list-style-type: none"> • On "Go!", the hoop is passed around the circle — over, under, and through — without breaking the chain, while music plays. • When the music stops, the player caught with the hoop is out. <p>Play continues like musical chairs until only two players remain — they win!</p>	2 prizes	Medium to large	No teams	No setup	5-10 min
Ringside Boxing Race	<p>Two equal teams line up at one end of the dance floor. On "Go!", one player from each team races to a table, puts on two boxing gloves, then struggles to pull on a pair of boxing shorts — gloves stay on!</p> <ul style="list-style-type: none"> • Once the shorts are fully up, they ring the bell and shout "Yo Adrian!" • Only then can they remove the gear, run back, tag the next teammate, and move to the end of the line. <p>First team to finish the full relay and reform their line wins</p>	Team prize or no prize	Small to large	Two team relay	Table, Props, Bells	10 min
Ping Pong Tube Drop	<p>Two equal teams line up at one end of the dance floor. Each player gets a spoon.</p> <ul style="list-style-type: none"> • On "Go!", one player from each team places the spoon in their mouth, places a ping pong ball on it, and races across the floor — no hands! • At the far end, they must gently drop the ball into a vertical tube without using their hands. • Once successful, they run back, tag the next teammate, and move to the end of the line. <p>First team to complete the relay and reform their line wins!</p>	Team prize or no prize	Small to large	Two team relay	Minor setup	15 min

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Tangled Tethered Teams	<p>Ten teams of two are each connected at the wrist with a short rope — one continuous loop linking both partners.</p> <ul style="list-style-type: none"> On “Go!”, each pair must work together to untangle themselves without ever removing the rope from their wrists. No cutting, untying, or slipping hands out — just teamwork, twists, and clever maneuvering. <p>First team to break free (while still looped) wins!</p>	No prize	Small to medium	Up to 10 teams of two	No step	5-10 min
Human Knot Unraveled	<p>Players form a circle facing inward. When prompted, each person steps forward and grabs hands with two different players — not directly beside them — creating a tangled human knot.</p> <ul style="list-style-type: none"> On “Go!”, the group works together to untangle the knot and reform a single, unbroken circle, facing inward or out. Hands must stay connected the entire time — no letting go! <p>Yes, it’s absolutely possible — and hilarious to watch unfold!</p>	No prize	Medium	No teams	No setup	10 min
Elephant Bowling	<p>Two equal teams line up at one end of the dance floor. At the far end, 6 bottles stand in a line. Each team’s starter is given a stocking with a tennis ball tied at the end.</p> <ul style="list-style-type: none"> On “Go!”, the player pulls the stocking over their head like a cap and, while standing and hands-free, swings the tennis ball to knock down one bottle. Once successful, they run back, remove the stocking, tag the next teammate, and move to the end of the line. <p>The relay continues until all teammates complete the challenge and rejoin the line. First team to finish wins</p>	Team prize or no prize	Medium	Two team relay	Minor setup, Bell	15 min
Balloon Pass Relay	<p>Two equal teams line up on opposite sides of the dance floor, standing close together. Each team’s starter holds an inflated balloon between their necks or legs.</p> <ul style="list-style-type: none"> On “Go!”, the starter turns around and passes the balloon — using legs only — to the next teammate. The balloon continues down the line, passed from player to player without using hands. <p>First team to get the balloon to the end of the line wins!</p>	Team prize or no prize	Medium to large	Two team relay	Minor setup	5 min
Musical Chair Challenge	<p>Players form a circle of chairs on the dance floor, all facing outward. One chair is removed before the music begins.</p> <ul style="list-style-type: none"> As music plays, players parade around the chairs. When the music stops, everyone scrambles to sit — the one left standing faces a challenge or question. They must complete a challenge or answer a question about the guest of honor. If they succeed, they stay in the game and the round restarts. If they fail, they’re out — and another chair is removed. <p>Play continues until only 2–3 players remain. They’re the winners of this celebratory showdown!</p>	2-3 prizes	Medium to large	No teams	Equal # of chairs	20-25 min
Noodle Knight Face-Off	<p>Equal teams line up on opposite sides of the dance floor. Each player is armed with two foam noodles — one as a torch, the other as a sword.</p> <ul style="list-style-type: none"> On “Go!”, players charge into battle, using their swords to block and extinguish opponents’ torches — all while protecting their own. A player is eliminated if their torch is knocked out or if they strike another player’s head (helmet hits are forbidden). <p>The last knight standing with their torch still “lit” wins the battle!</p>	1 prize	Large	Up to 12 players	Minor setup	15 min
Scavenger Hunt Dash	<p>Just like musical chairs — but with a twist and no music!</p> <ul style="list-style-type: none"> All players bring a chair to the dance floor and sit in a circle. The host calls out an item to find (e.g., something green, a MasterCard, an out-of-state license, a man’s belt). Players scramble to retrieve the item and return to their seat. While they’re gone, one chair is quietly removed. The last player back without a seat is eliminated. <p>Game continues with new items each round until only 2 players remain.</p>	2-3 prizes	Medium to large	No teams	Equal # of chairs, environment where multiple items can be found	20-25 min
Roll & Run Relay	<p>Two equal teams line up at one end of the dance floor.</p> <ul style="list-style-type: none"> On “Go!”, the first player from each team runs to the giant die and rolls it Whatever number the die shows (1–6), the player sprints across the play area to the cone with that number. If the cone is up, they flip it down. If it’s down, they flip it up. Players keep rolling, running, and flipping until the team successfully gets all six cones down at the same time. <p>Be the first team to reform your line after all cones are flipped down!</p>	Team prize or no prize	Small to large	Two team relay	Minor setup	10 min