
Christmas
MINUTE TO WIN IT

Unscramble the Christmas Words!

Unscramble as many Christmas words as you can in one minute.

TERE	
RENTSEP	
TANSA	
DINEREER	
WAKENFLOSS	
MENTORAN	
STINGCOK	
SIDECAN	
THRAWE	
IDOLHAY	
RALCOS	
BLESL	
SINTEL	
WOMANNS	
SMARTSICH	

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TERE	TREE
RENTSEP	PRESENT
TANSA	SANTA
DINEREER	REINDEER
WAKENFLOSS	SNOWFLAKES
MENTORAN	ORNAMENT
STINGCOK	STOCKING
SIDECAN	CANDIES
THRAWE	WREATH
IDOLHAY	HOLIDAY
RALCOS	CAROLS
BLESL	BELLS
SINTEL	TINSEL
WOMANNS	SNOWMAN
SMARTSICH	CHRISTMAS

Snowball Toss

Objective:

Toss "snowballs" (marshmallows) into cups to score the most points.

Materials Needed:

Large marshmallows, plastic cups, table, timer.

How to Play:

- Place 5–6 cups at varying distances on a table.
- Players stand behind a line and toss marshmallows into the cups.
- Each successful toss earns a point.
- The player with the most points in one minute wins.

Candy Cane Hook

Objective:

Hook as many candy canes as possible using a candy cane in your mouth.

Materials Needed:

Candy canes (10–15 per player), bowl or basket.

How to Play:

- Hold one candy cane in your mouth (hook facing out).
- Use it to hook and transfer other candy canes into a bowl without using hands.
- Count how many are moved in 60 seconds.

Jingle Bell Shake

Objective:

Shake all the bells out of the tissue box the fastest.

Materials Needed:

Empty tissue box, jingle bells, belt or string.

How to Play:

- Fill a tissue box with 10–15 jingle bells and strap it to the player's waist (opening facing outward).
- On "Go!", the player shakes until all bells fall out.
- The fastest time or most bells out in one minute wins.

Snowman Stack

Objective:

Stack the highest tower of marshmallows without it falling.

Materials Needed:

Bag of large marshmallows, flat surface.

How to Play:

- Players stack marshmallows one on top of another within one minute.
- If the tower falls, they must start over.
- The tallest standing tower at 60 seconds wins.

Ornament Roll

Objective:

Roll ornaments across the floor to a finish line using a spoon.

Materials Needed:

Round ornaments, spoon, tape (for start/finish line).

How to Play:

- Players kneel or stand behind the start line.
- Using only the spoon, roll the ornament to the finish line.
- The first to cross the line or farthest rolled in one minute wins.

Wrap It Up

Objective:

Wrap a small gift using only one hand.

Materials Needed:

Box, wrapping paper, tape, ribbon, scissors.

How to Play:

- Players must wrap one gift using only one hand in one minute.
- The most completely and neatly wrapped box wins.

Stuff the Stocking

Objective:

Fill the stocking with as many small items as possible using tongs.

Materials Needed:

Christmas stocking, tongs, small toys or candies, bowl.

How to Play:

- Place items in a bowl on the table.
- Using tongs, transfer them into the stocking.
- Count how many are inside after one minute.

Present Stack Attack

Objective:

Stack the tallest tower of gift boxes without it toppling.

Materials Needed:

6–10 empty gift boxes (various sizes).

How to Play:

- Players stack one box on top of another within one minute.
- If it falls, rebuild until time is up.
- The tallest stack standing at 60 seconds wins.

Gift Bow Blow

Objective:

Blow as many gift bows across the table into a target area as possible.

Materials Needed:

Gift bows, tape (for goal zone), table.

How to Play:

- Place bows on one end of the table.
- Players use only air (no hands) to blow bows into a marked goal zone.
- The player with the most bows in the zone wins.

Peppermint Stack

Objective:

Stack as many round peppermints as possible.

Materials Needed:

Wrapped peppermints, flat surface.

How to Play:

- Players have one minute to stack peppermints as high as they can.
- No tape or glue allowed!
- The tallest stable stack wins.

Cookie Face

Objective:

Move a cookie from your forehead to your mouth—no hands allowed.

Materials Needed:

Cookies (like Oreos).

How to Play:

- Place one cookie on your forehead.
- Use only facial movements to get it into your mouth.
- If it falls, start over.
- Whoever eats one first or moves the most wins.

Candy Cane Pickup

Objective:

Hook candy canes and transfer them to a bowl as fast as possible.

Materials Needed:

Candy canes, bowl.

How to Play:

- Using one candy cane as a hook, pick up and move others into a bowl.
- No hands allowed to touch the canes directly.
- Count how many are moved in one minute.

Reindeer Ring Toss

Objective:

Land rings onto reindeer antlers (or someone wearing them).

Materials Needed:

Antler headband, rings (or glow sticks).

How to Play:

- One player wears antlers while the other tosses rings.
- Try to land as many as possible on the antlers in one minute.
- Alternate roles if playing in pairs.

Rudolph's Nose

Objective:

Move a red pom-pom from one plate to another using only your nose.

Materials Needed:

Red pom-poms, petroleum jelly, two plates.

How to Play:

- Dab petroleum jelly on your nose and stick a pom-pom to it.
- Transfer it to the other plate without using hands.
- Repeat as many times as possible in 60 seconds.

Santa's Beard

Objective:

Create the fluffiest beard using cotton balls and shaving cream.

Materials Needed:

Shaving cream, cotton balls, timer.

How to Play:

- Cover chin area with shaving cream.
- Toss cotton balls at the player's face from a distance.
- The player with the most cotton balls stuck to their beard at 60 seconds wins.

Elf Hat Ring Toss

Objective:

Land the most rings on the elf or Santa hat points.

Materials Needed:

Elf or Santa hats with points, rings or glow sticks.

How to Play:

- One person wears the hat while the other tosses rings.
- Players stand 3–5 feet away.
- Count how many rings land on the hat in 60 seconds.
- Switch roles for a fair challenge.

Build a Snowman

Objective:

Stack toilet paper rolls and decorate them to look like a snowman.

Materials Needed:

toilet paper rolls, paper eyes/nose/scarf, tape.

How to Play:

- Players stack three rolls vertically to create a snowman shape.
- Then, they attach paper decorations as quickly as possible.
- The first complete snowman or the neatest one after 60 seconds wins.

Snowflake Catch

Objective:

Catch falling snowflakes on your head or tongue.

Materials Needed:

Paper snowflakes, chair, timer.

How to Play:

- One person drops paper snowflakes from above.
- The player below tries to catch as many as possible on their head or tongue within one minute.
- The most caught snowflakes win!

Spoon the Snowballs

Objective:

Transfer as many "snowballs" (cotton balls) as possible between bowls.

Materials Needed:

2 bowls per player, cotton balls, spoon.

How to Play:

- Place one bowl filled with cotton balls and an empty bowl about 3 feet apart.
- Using a spoon, players transfer cotton balls from one bowl to the other.
- The player who moves the most in one minute wins.

Melt the Snowman

Objective:

Blow a paper snowman off the table using warm air.

Materials Needed:

Paper snowman cutout, hairdryer, table.

How to Play:

- Place a paper snowman flat on the table.
- Players use a hairdryer on low heat to blow (melt) the snowman off the edge.
- First one to "melt" it completely off the table wins.

Snowball Balance

Objective:

Balance a ping pong ball (snowball) on a spoon while racing to a goal.

Materials Needed:

Spoon, ping pong ball, tape (for start and finish line).

How to Play:

- Players place the ping pong ball on a spoon and walk from the start to finish line.
- If it drops, they must start over.
- The first to reach the finish line or the farthest distance in 60 seconds wins.

Marshmallow Munch

Objective:

Pick up and eat mini marshmallows using chopsticks or tongs.

Materials Needed:

Mini marshmallows, chopsticks or tongs, bowl.

How to Play:

- Place marshmallows in a bowl.
- Using chopsticks or tongs, pick up one marshmallow at a time and eat it.
- Count how many are eaten in one minute—the most wins.

Chocolate Unwrap

Objective:

Unwrap as many chocolates as possible while wearing mittens.

Materials Needed:

Mittens, wrapped chocolates (Hershey's Kisses or similar).

How to Play:

- Players put on mittens and have a pile of chocolates in front of them.
- Using only their mittened hands, they try to unwrap and eat as many chocolates as possible in 60 seconds.
- The player with the most unwrapped (or eaten) wins.

Elf Balloon Pop

Objective:

Pop as many balloons as possible by sitting on them.

Materials Needed:

Balloons, chair, timer.

How to Play:

- Blow up several balloons and place them on the floor or a chair.
- Players sit on them one by one to pop as many as they can in 60 seconds.
- The player who pops the most balloons wins.

Jingle Jump

Objective:

Jump rope with tinsel or a string of bells without stopping.

Materials Needed:

Jump rope decorated with tinsel or bells.

How to Play:

- Players must continuously jump rope for one minute.
- If they trip, they must restart.
- The person with the most jumps in one minute wins.

Trim the Tree

Objective:

Decorate a mini Christmas tree as fast as possible.

Materials Needed:

Mini tabletop tree, mini ornaments, tinsel, timer.

How to Play:

- Each player gets an undecorated tree and a pile of decorations.
- When the timer starts, they must decorate their tree completely in one minute.
- The best-decorated tree at the end wins (judge or group vote).

Ornament Roll Relay

Objective:

Roll ornaments across the floor to knock over paper cups.

Materials Needed:

Plastic ornaments, 6–10 paper cups, tape for setup.

How to Play:

- Set up paper cups like bowling pins.
- Players roll ornaments from a distance to knock them down.
- Count how many cups are toppled in one minute.

Tree Stack

Objective:

Build a pyramid-shaped “tree” out of green plastic cups.

Materials Needed:

21 green cups per player, timer.

How to Play:

- Players stack cups into a pyramid shape (6 on bottom, then 5, 4, 3, 2, 1).
- Once complete, they must unstack it back into a single stack.
- Fastest to finish or most progress in 60 seconds wins.

Santa's Stack Attack

Objective:

Stack as many plastic cups as you can into a pyramid, then back down again — before the minute runs out!

Materials Needed:

21 red and green plastic cups, A flat table or surface, A timer (or phone)

How to Play:

- Start with 21 stacked cups.
- When the timer begins, build a pyramid (6–5–4–3–2–1), then unstack back into one tower.
- Finish both steps within one minute — fastest player wins!

Santa's Stack Relay

Objective:

Work as a team to build and take down a pyramid of cups — one layer at a time — faster than the other teams!

Materials Needed:

21 red and green plastic cups, A flat table or surface, A timer (or phone)

How to Play:

- Divide into teams of 3–5.
- Each team gets 21 cups.
- Player 1 builds the bottom row (6 cups), Player 2 adds the next (5), and so on.
- When the pyramid is complete, take it down in reverse order.
- First team to stack up and down correctly within 1 minute wins!

Frosty's Cup Flip

Objective:

Flip cups upside-down one by one — every cup must land upright before the minute runs out!

Materials Needed:

10–15 plastic cups, A flat surface or table, A timer

How to Play:

- Line up cups facing up.
- Flip each one so it lands upside-down and upright.
- Flip only one cup at a time.
- Finish all before the minute ends!

Candy Cup Catch

Objective:

Toss as many candies as possible into stacked cups within 1 minute.

Materials Needed:

6 cups (stacked in a pyramid: 3-2-1), Small candies, Tape line (3–5 ft from cups), Timer

How to Play:

- Stand behind the tape line.
- Toss candies one at a time, aiming to land them inside the cups.
- Only candies that stay inside count.
- Count candies in cups when the timer ends.

North Pole Tower

Objective:

Build the tallest freestanding tower using marshmallows and toothpicks before the 1-minute timer runs out!

Materials Needed:

Marshmallows (20–30), Toothpicks (20–30), Flat table, Timer

How to Play:

- Build a tower using only marshmallows and toothpicks.
- Towers must stand on their own.
- When time's up, measure height.

Snowball Toss

Objective:

Toss as many cotton balls or mini marshmallows into a bucket in 1 minute.

Materials Needed:

Cotton balls or mini marshmallows, Bucket, Throw line (masking tape), Timer

How to Play:

- Stand behind the throw line.
- Toss snowballs into the bucket for 1 minute.
- Count how many landed in the bucket.

Snowball Scoop

Objective:

Scoop as many cotton balls from one bowl to another while blindfolded in 1 minute.

Materials Needed:

Cotton balls (20–30), 2 bowls, Spoon, Blindfold

How to Play:

- Player wears blindfold and uses the spoon to move snowballs to the target bowl.
- Hands cannot touch the snowballs.
- Continue until 1 minute is up.

Snowflake Blow

Objective:

Blow your paper snowflake across the table using a straw. Fastest to the finish wins!

Materials Needed:

Paper snowflakes, Straws, Table, Tape for start/finish lines

How to Play:

- Place snowflake at the start line.
- Blow through the straw to move it — hands off!
- First snowflake across the finish line in 1 minute wins.

Frozen Fingers

Objective:

Complete a small task while wearing mittens — faster than the other players!

Materials Needed:

A pair of thick winter mittens per player, Small tasks, Timer

How to Play:

- Each player puts on the mittens.
- Place the task item(s) on the table in front of each player.
- Start the timer for 1 minute.
- Players must try to complete the task while wearing the mittens.
- The first player to finish correctly within the time limit wins!

Frozen Fingers

Tasks:

1. Button up a shirt or sweater
2. Put on a hat or scarf
3. Zip up a jacket
4. Put a sticker on a designated spot
5. Stack 3 small blocks or cups
6. Pick up a small candy with mittens
7. Slide a ring onto a bottle or straw
8. Unwrap a small candy bar
9. Tie a shoelace
10. Snap buttons on a shirt
11. Place 5 coins into a cup
12. Fold a paper into a triangle
13. Peel a sticker from a sheet and stick it on a target
14. Insert a key into a lock (or pretend lock)
15. Open a snack bag or wrapper

Let It Snow!

Objective:

Catch as many "snowballs" as you can on a plate balanced on your head before the 1-minute timer runs out!

Materials Needed:

Cotton balls(20–30 per player), Plates(1 per player), Timer

How to Play:

- Place a plate on your head.
- Have someone drop cotton balls ("snowballs") onto your plate.
- Catch as many as possible without using your hands.
- Count how many you caught after 1 minute.

Candy Cane Pick-Up

Objective:

Use a candy cane in your mouth to hook and pick up as many candy canes as possible in 1 minute.

Materials Needed:

1 candy cane per player, 10–20 candy canes, Timer

How to Play:

- Hook a candy cane in your mouth.
- Pick up as many candy canes from the pile as you can without using your hands.
- Count your total after 1 minute.

Candy Cane Relay

Objective:

Pass a candy cane down the line using only your mouths — no hands!

Materials Needed:

1 candy cane per team, teams of 3–5, timer

How to Play:

- Line up players.
- Pass the candy cane down the line and back using only your mouths.
- If it drops, pick it up with your mouth and continue.
- Fastest team wins!

Peppermint Push

Objective:

Blow your peppermint candy across the finish line using only a straw.

Materials Needed:

Peppermints, straws, table, start/finish line (tape).

How to Play:

- Place a peppermint at the start line.
- Players blow through their straw to move it to the finish line.
- No touching with hands!
- First to cross wins.

Marshmallow Stack

Objective:

Stack as many marshmallows as possible in 1 minute without toppling.

Materials Needed:

20–30 marshmallows, Plate or flat surface, Timer

How to Play:

- Place a plate on a flat surface.
- Using only your hands, stack marshmallows one on top of the other.
- The tower must stand on its own without support until time runs out.
- Stop stacking when the timer hits 1 minute.

Cookie Crawl

Objective:

Move a cookie from your forehead to your mouth without using your hands — the fastest player wins!

Materials Needed:

Cookie, Timer

How to Play:

- Place a cookie on your forehead.
- Use only facial movements to get it to your mouth.
- First to succeed wins!

Ho-Ho-Hoop

Objective:

Toss as many rings (or glow sticks formed into circles) onto a Santa hat cone as possible within 1 minute!

Materials Needed:

Santa hat or cone, Rings or glow sticks, Tape/weights, Timer

How to Play:

- Place the hat on a flat surface.
- Stand behind the line and toss rings onto the hat.
- Count rings on the hat when time's up.

Dress the Elf

Objective:

Be the fastest player to put on all the elf costume pieces correctly — before the 1-minute timer runs out!

Materials Needed:

Elf hat, scarf, gloves, timer (optional: elf shoes or socks).

How to Play:

- Place all pieces in a pile.
- On "Go," put on the hat, scarf, and gloves correctly.
- First fully dressed elf wins.
- If no one finishes, the player with the most pieces worn wins.

Tinsel Toss

Objective:

Stack as many marshmallows as possible in 1 minute without toppling.

Materials Needed:

Tabletop tree, 10–15 tinsel strands, timer

How to Play:

- Stands 3–5 feet away from the tree.
- Toss tinsel strands one at a time toward the tree.
- Only the tinsel that stays on a branch counts.
- Count the number of tinsel strands that stayed.

Gift Stack Balance

Objective:

Stack and balance as many "gift boxes" as possible before the time runs out — without letting them tumble!

Materials Needed:

Small boxes or wrapped packages, Timer

How to Play:

- The player must stack one box at a time into a tall tower.
- Use only one hand for stacking.
- Keep stacking until the minute is up — or until your tower falls!
- When time's called, count how many boxes remain standing.

Bells in a Bottle

Objective:

Drop as many jingle bells as you can into a bottle in 60 seconds!

Materials Needed:

Jingle bells, Empty bottle or jar (narrow opening), Timer

How to Play:

- Place the empty bottle on the floor or table.
- Stand above it, holding jingle bells at waist height.
- Drop the bells one by one, aiming for the bottle's opening.
- You may not touch, tilt, or steady the bottle.
- At the end of one minute, count how many bells made it inside!

Gift Grab

Objective:

Unwrap a gift while wearing oven mitts — before the timer runs out!

Materials Needed:

Wrapped gift, pair of oven mitts, timer

How to Play:

- Put on the oven mitts.
- When the timer starts, unwrap the gift as fast as you can — no tools or teeth!
- The player who fully unwraps first or removes the most wrapping wins.

Mistletoe Match

Objective:

Find as many matching ornament or holiday picture pairs as possible — before the minute runs out!

Materials Needed:

Christmas-themed picture cards, A flat table, Timer

How to Play:

- Lay cards face down.
- Flip two at a time to find matches.
- Keep pairs that match; turn others back over.
- Keep playing until time runs out!

Gingerbread Grab

Objective:

Build a mini gingerbread house as quickly as possible — before the 1-minute timer runs out!

Materials Needed:

Mini graham crackers, Marshmallows or frosting, Small candies, Plate or tray, Timer

How to Play:

- Each player gets a plate/tray with crackers, marshmallows/frosting, and candy.
- Players must assemble their mini gingerbread house.
- Add candy to make it festive.
- Stop building when the 1-minute timer runs out.

MISTLETOE MATCH (CHRISTMAS-THEMED PICTURE CARDS)






















MISTLETOE MATCH (CHRISTMAS-THEMED PICTURE CARDS)






















Elf Shoe Shuffle

Objective:

Be the fastest "elf" to put on oversized shoes and run a short course without falling over!

Materials Needed:

Pair of oversized shoes, A short course, Timer

How to Play:

- Place the oversized shoes at the start line.
- Put on the oversized shoes.
- Run to the finish line
- Return to the start line and remove the shoes
- Keep shoes on — if they fall off, put them back on and continue.

Santa Hat Stack

Objective:

Stack as many Santa hats as possible into a stable tower before the 1-minute timer runs out.

Materials Needed:

5–10 Santa hats, Flat table or floor space, Timer

How to Play:

- Pile the Santa hats at the start.
- When the timer begins, stack them into a tower.
- The tower must stand at the end to count.
- If it falls, only fully stacked hats before the collapse count.
- Tallest tower wins.

Bauble Balance

Objective:

Carry an ornament from one end of the table to the other using only a spoon — without dropping it.

Materials Needed:

Small plastic ornaments, Spoon, Flat table, Timer

How to Play:

- Balance the ornament on the spoon and walk it to the finish line.
- If it falls, return to the start and continue.
- Keep going back and forth for 1 minute.

Lights Untangle

Objective:

Untangle a messy string of Christmas lights as fast as possible — before the minute runs out!

Materials Needed:

String of Christmas lights, Table or floor space, Timer

How to Play:

- Pre-tangle the lights.
- On "Go," untangle as much as possible in 1 minute.
- Lights must be free of knots; game ends when fully untangled or time's up.

Santa Says

Objective:

Follow Santa's fun instructions and complete as many action cards as you can in 1 minute!

Materials Needed:

Christmas action cards, Timer, Scissors to cut out cards

How to Play:

- Split into teams.
- One player from each team takes a 1-minute turn completing as many cards as possible.
- Then the next teammate plays.
- The team with the most completed actions at the end wins!

Naughty Or Nice

Objective:

Sort the behavior cards into the correct pile — Naughty or Nice — before 1 minute is up!

Materials Needed:

Printed behavior cards, 2 label cards: "Naughty" and "Nice", Timer, Scissors to cut out cards

How to Play:

- Shuffle all the behavior cards.
- Start the 1-minute timer.
- Players flip one card at a time and quickly place it in the "Naughty" or "Nice" pile.
- Continue until the timer runs out!

Christmas Countdown

Objective:

Arrange the numbered cards (1–25) in the correct order before the 1-minute timer runs out.

Materials Needed:

25 cards (each numbered 1–25), Timer, Scissors to cut out cards

How to Play:

- Divide into 2–4 teams.
- Each teammate can place only 3–4 cards before tagging the next player.
- Fastest team to correctly arrange all 25 cards wins!

Holiday Mix-Up

Objective:

Unscramble Christmas words as fast as you can and match them to their correct holiday pictures.

Materials Needed:

Scrambled Word Cards, Matching Picture Cards, Timer, Scissors to cut out cards

How to Play:

- Shuffle both sets and lay them face up.
- Start the timer for 1 minute.
- Match as many scrambled words to their correct picture as you can before time runs out.
- Score 1 point per correct match!

SANTA SAYS (CHRISTMAS ACTION CARDS)

CLAP 3 TIMES	SPIN AROUND	HOP LIKE A REINDEER
TOUCH YOUR TOES	WAVE LIKE SANTA	MARCH IN PLACE 5 STEPS
DO A SNOW ANGEL MOTION	BALANCE A CARD ON YOUR HEAD	PRETEND TO WRAP A GIFT
SHAKE JINGLE BELLS	STOMP LIKE A REINDEER	TIPTOE LIKE AN ELF
GIVE A BIG SANTA LAUGH ("HO HO HO")	PRETEND TO SLIDE DOWN A CHIMNEY	DO 5 JUMPING JACKS
PRETEND TO HANG AN ORNAMENT	MARCH BACKWARD 3 STEPS	PRETEND TO SLED DOWN A HILL
DO A SILLY SNOWMAN DANCE	PRETEND TO FEED THE REINDEER	TWIRL LIKE A CHRISTMAS TREE ORNAMENT
PRETEND TO CARRY A HEAVY GIFT	HOP ON ONE FOOT 3 TIMES	PRETEND TO WRAP YOURSELF IN TINSEL

NICE

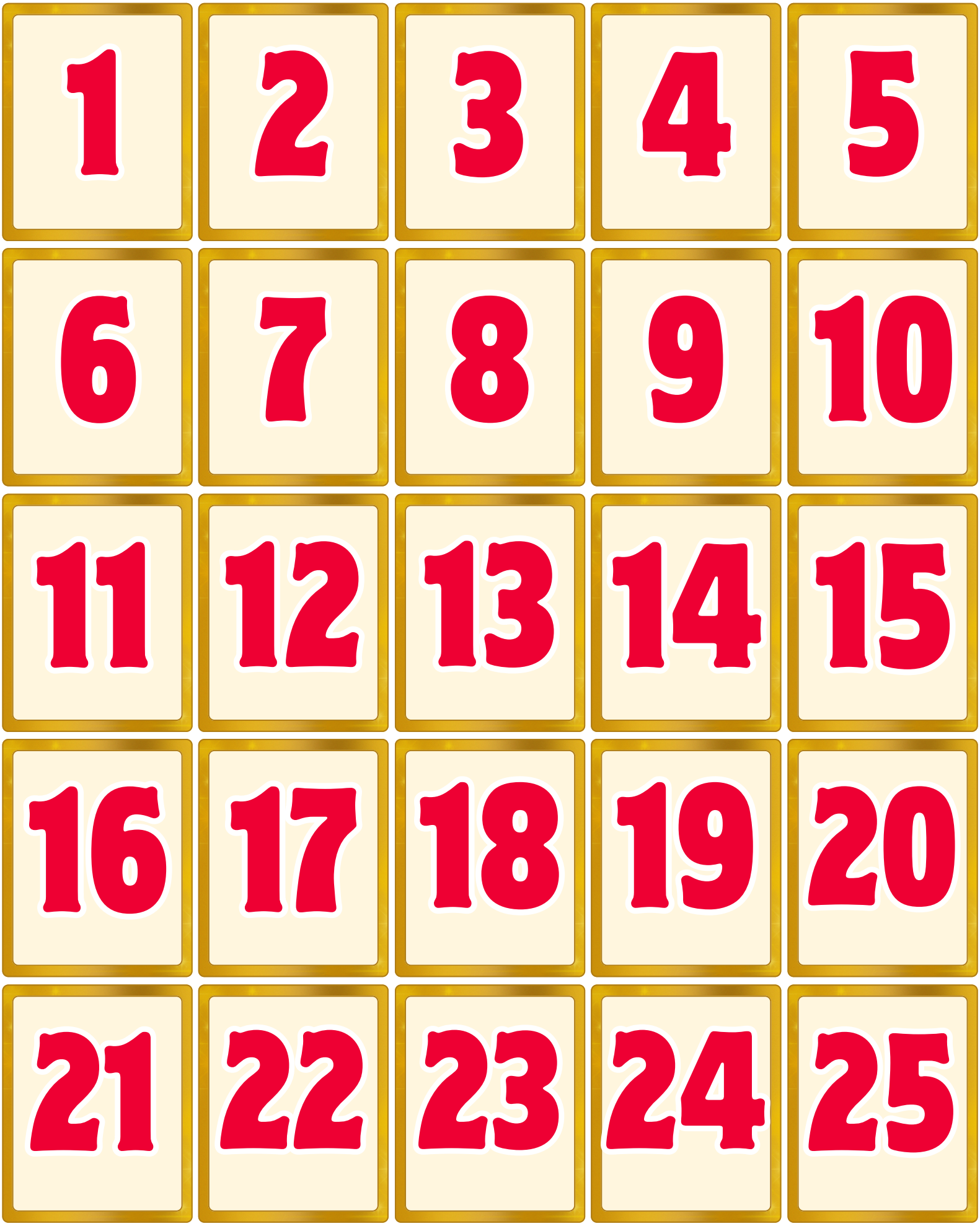
NAUGHTY

SNUCK A PEEK AT PRESENTS EARLY	HELPED HANG ORNAMENTS	COMPLAINED ABOUT A GIFT
SAID "MERRY CHRISTMAS" TO A NEIGHBOR	LEFT MILK FOR SANTA	GAVE SOMEONE THEIR SEAT
HELPED WRAP A FRIEND'S GIFT	SAID THANK YOU TO SANTA	DIDN'T HELP CLEAN THE WRAPPING PAPER MESS
HID SOMEONE'S STOCKING	SHARED A CANDY CANE	ARGUED DURING CHRISTMAS DINNER

NAUGTHY OR NICE (PRINTED BEHAVIOR CARDS)

SHARED TOYS	DIDN'T CLEAN ROOM	GAVE A HUG
YELLED AT A FRIEND	HELPED WRAP GIFTS	FORGOT TO SAY THANK YOU
MADE A CHRISTMAS CARD	BROKE AN ORNAMENT	SAID SOMETHING KIND
ARGUED WITH A SIBLING	DONATED OLD TOYS	TOOK SOMEONE'S CANDY CANE
FED THE FAMILY PET	DIDN'T LISTEN TO MOM OR DAD	HELD THE DOOR OPEN
STAYED UP PAST BEDTIME	CLEANED UP AFTER PLAYING	IGNORED SOMEONE SAD
HELPED DECORATE THE TREE	LAUGHED AT SOMEONE'S MISTAKE	CLEANED UP COOKIE CRUMBS
FORGOT TO FEED THE REINDEER	SHARED CHRISTMAS TREATS	PUSHED IN A CHAIR AFTER EATING

CHRISTMAS COUNTDOWN (NUMBER CARDS)

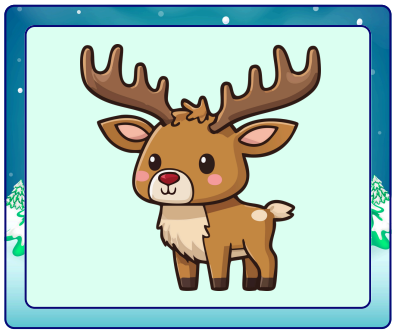


HOLIDAY MIX-UP (SCRAMBLED WORDS CARDS)

TANSA	NEEEDRIR	EERT
LEBL	DANCY ENAC	GFTI
CIKOOE	EGIRDGEBRNA	TLSIGH
THWEAR	LFE	KONSITCG
SWAONNM	ATH	RACLO
EHISLG	AEFIPRCEL	OTNMAERN
ELARNTN	ASRT	ENCDLSA

HOLIDAY MIX-UP
(MATCHING PICTURE CARDS)



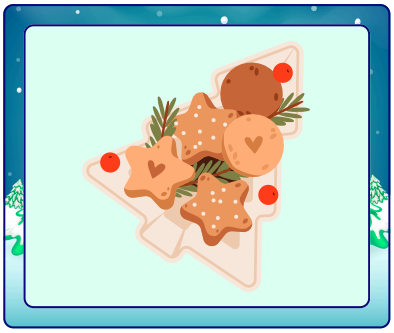




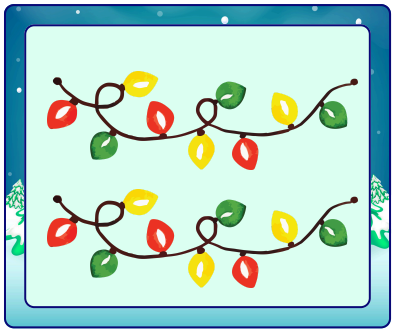




































Santa's Twister Trail



Materials:

- Printed hand and foot cards
- Tape (to stick them on the floor)
- Timer or stop watch
- Optional: Christmas music



Objective:

- Complete the trail of hands and feet as fast as possible without making a mistake - in 1 minute or less!

How to Play:

1. Set up the trail:

- Tape the hand and foot prints on the floor in a winding path (like a hopscotch or obstacle line).
- Alternate hand and foot prints randomly (e.g., left hand, right foot, both hands, etc.).

2. Start the timer (1 minute).

- Follow the path by placing their hands and feet on the correct print as they move forward.

3. Player's task:

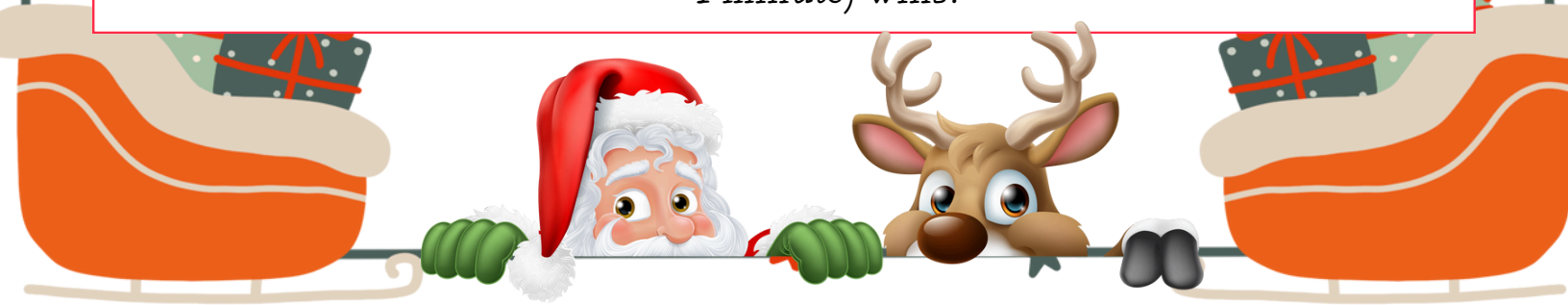
- Example: if the next print is a hand, touch it with the correct left or right hand; if it's a foot, step on it.

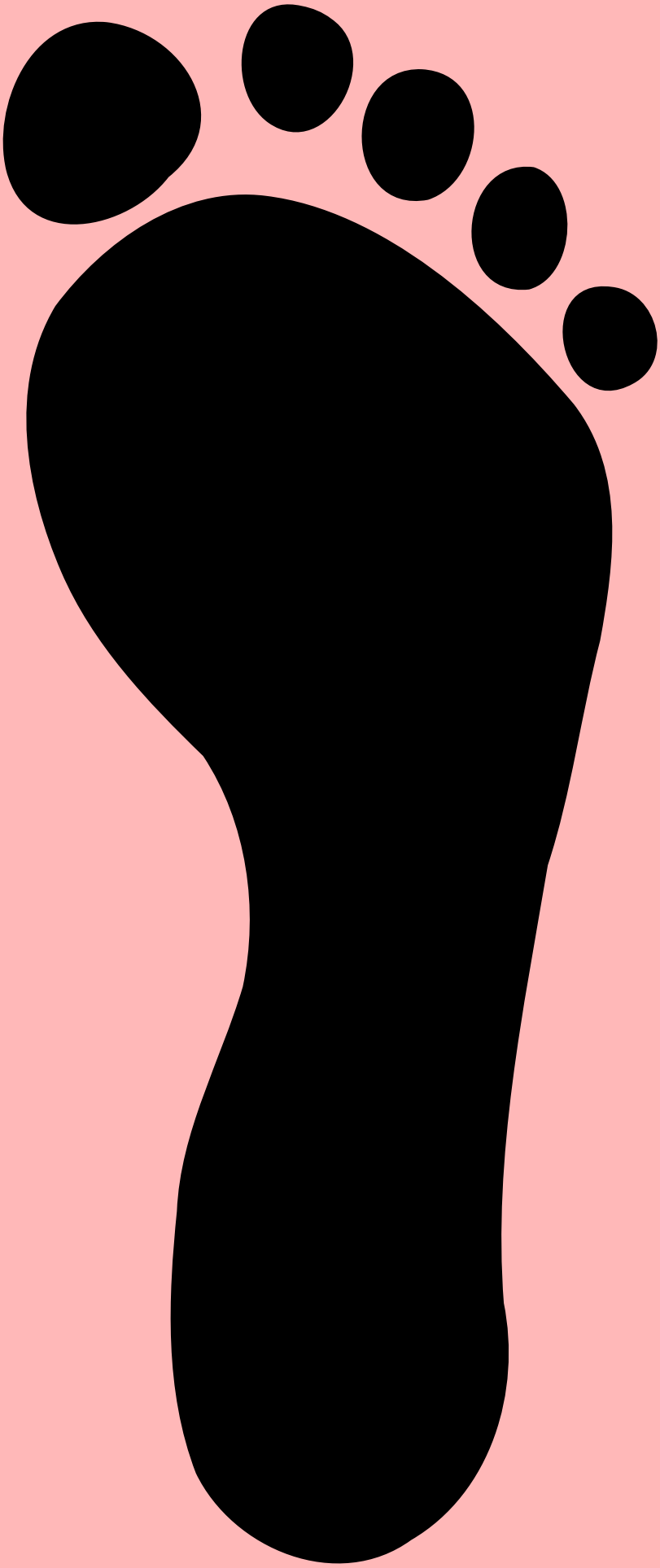
4. If they make a mistake,

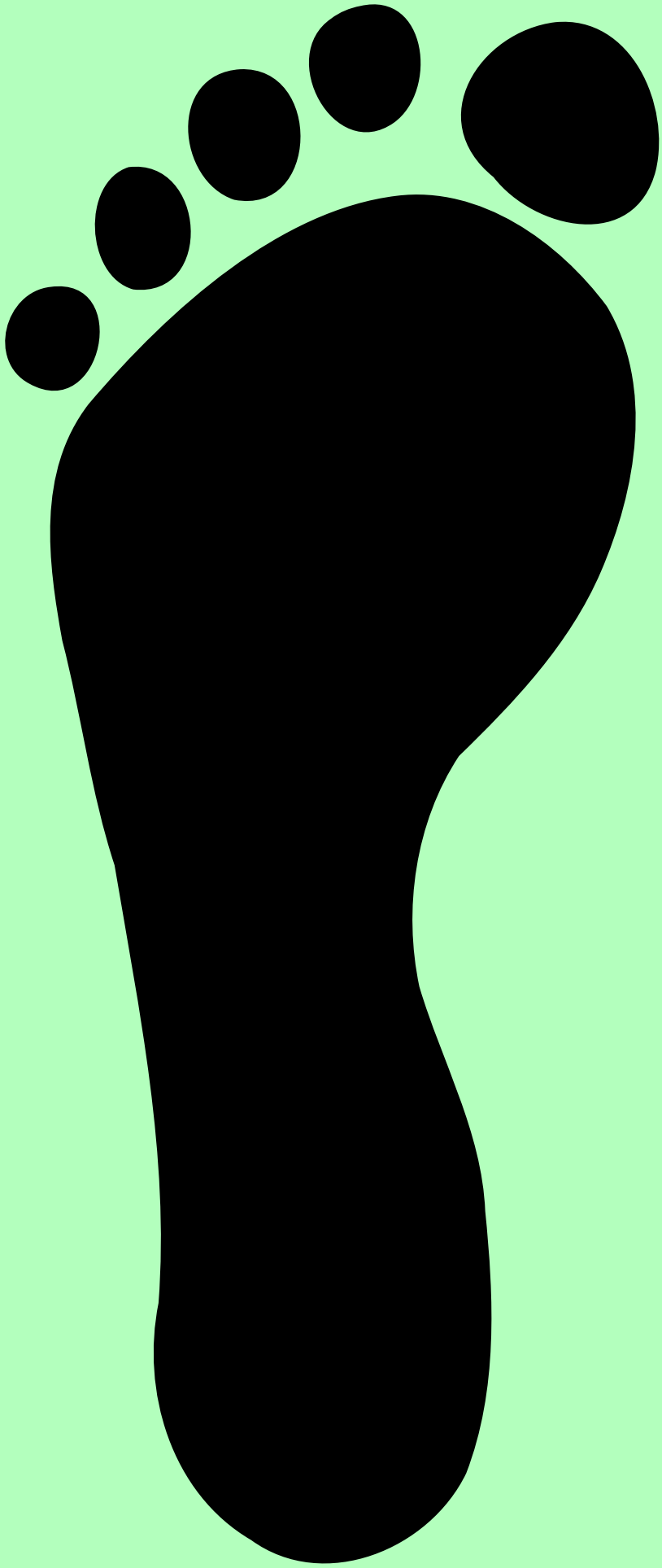
- They must go back one step.

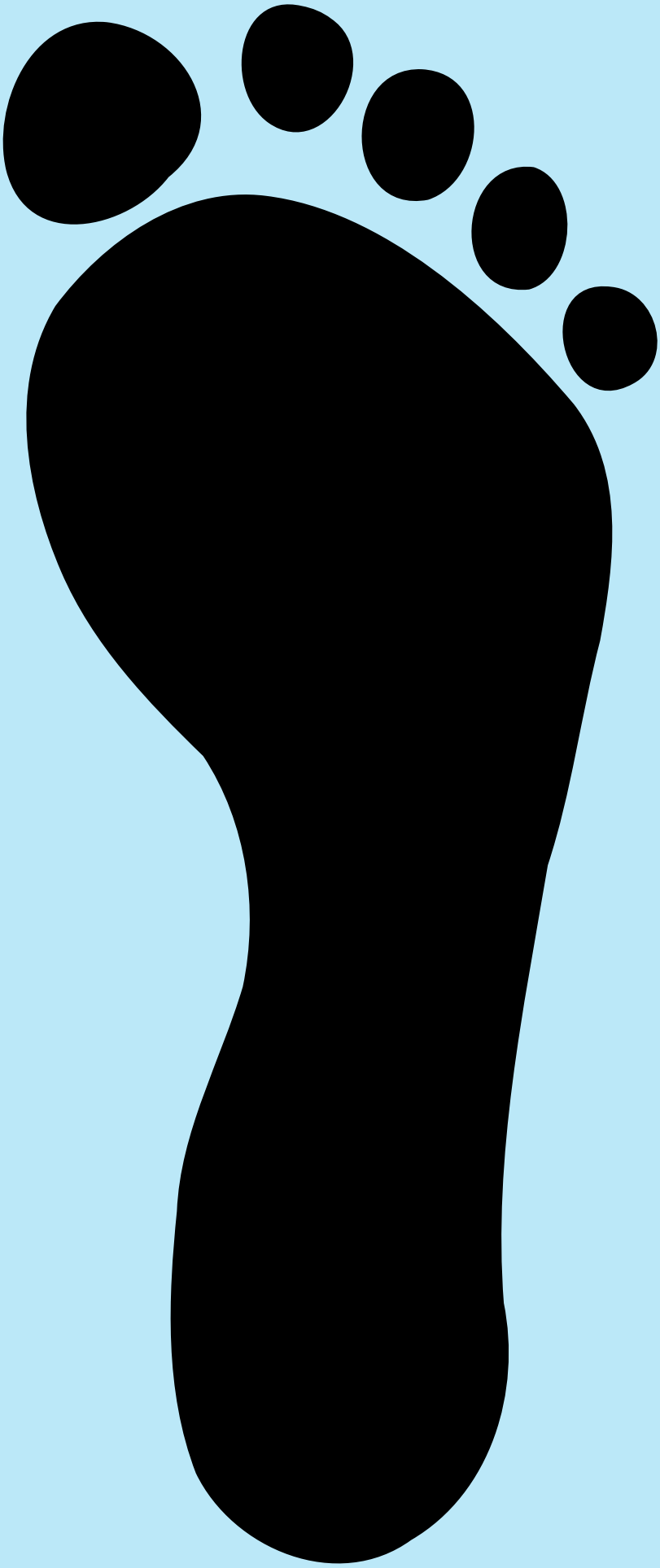
5. Finish line:

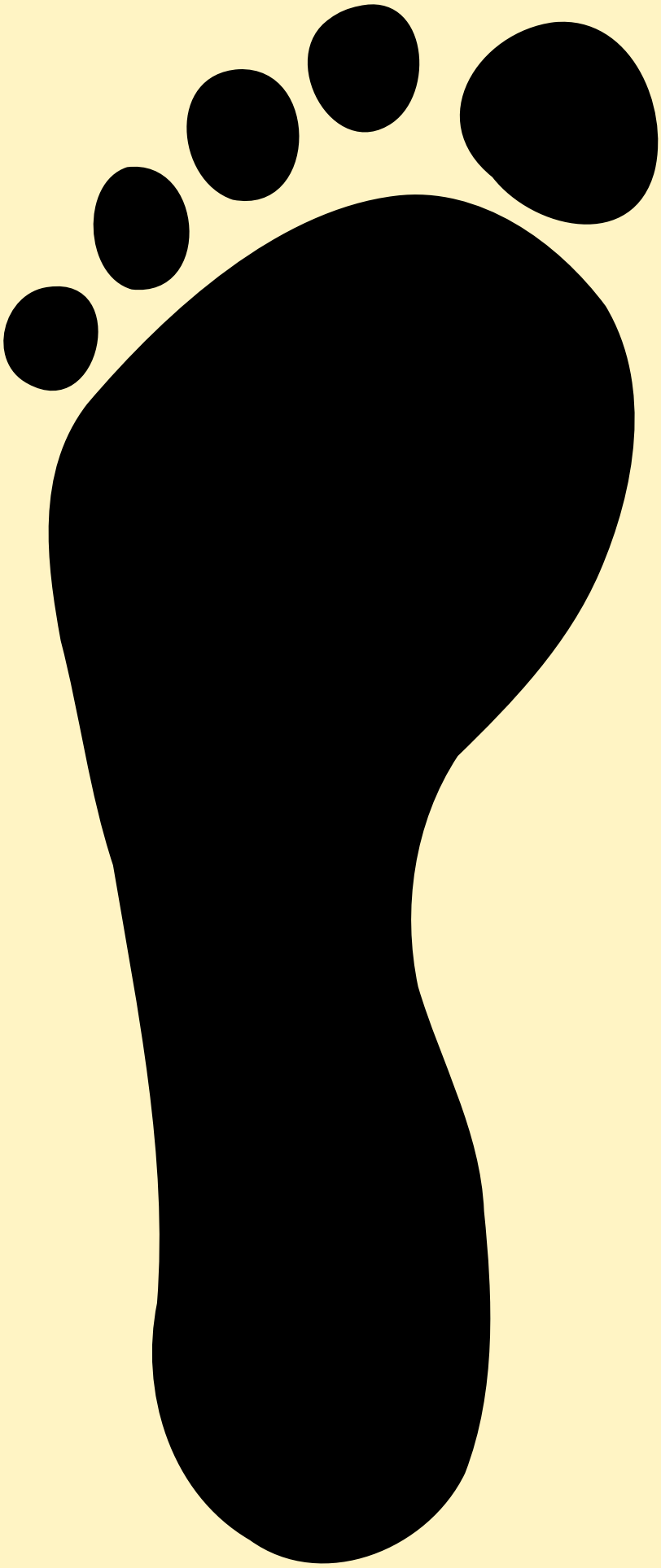
- The player who reaches the end of the trail fastest (or gets farthest within 1 minute) wins!

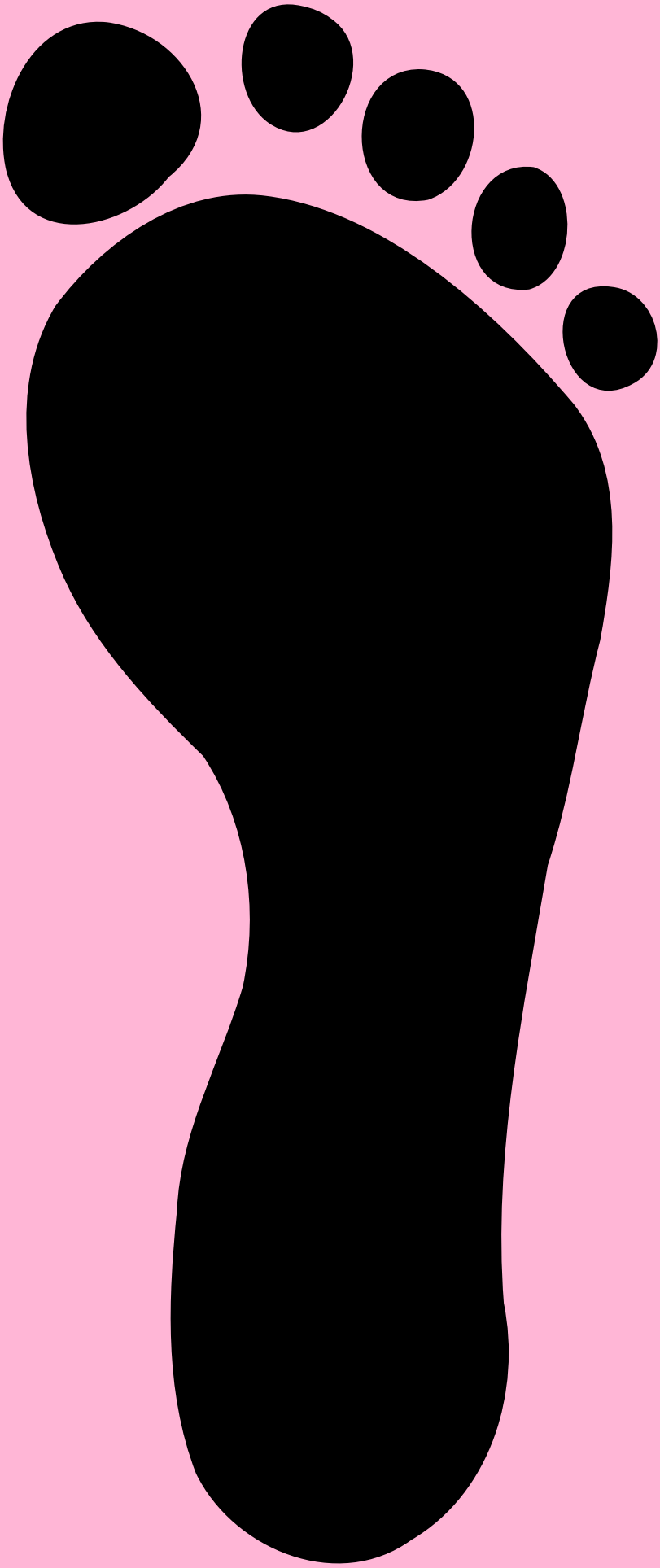


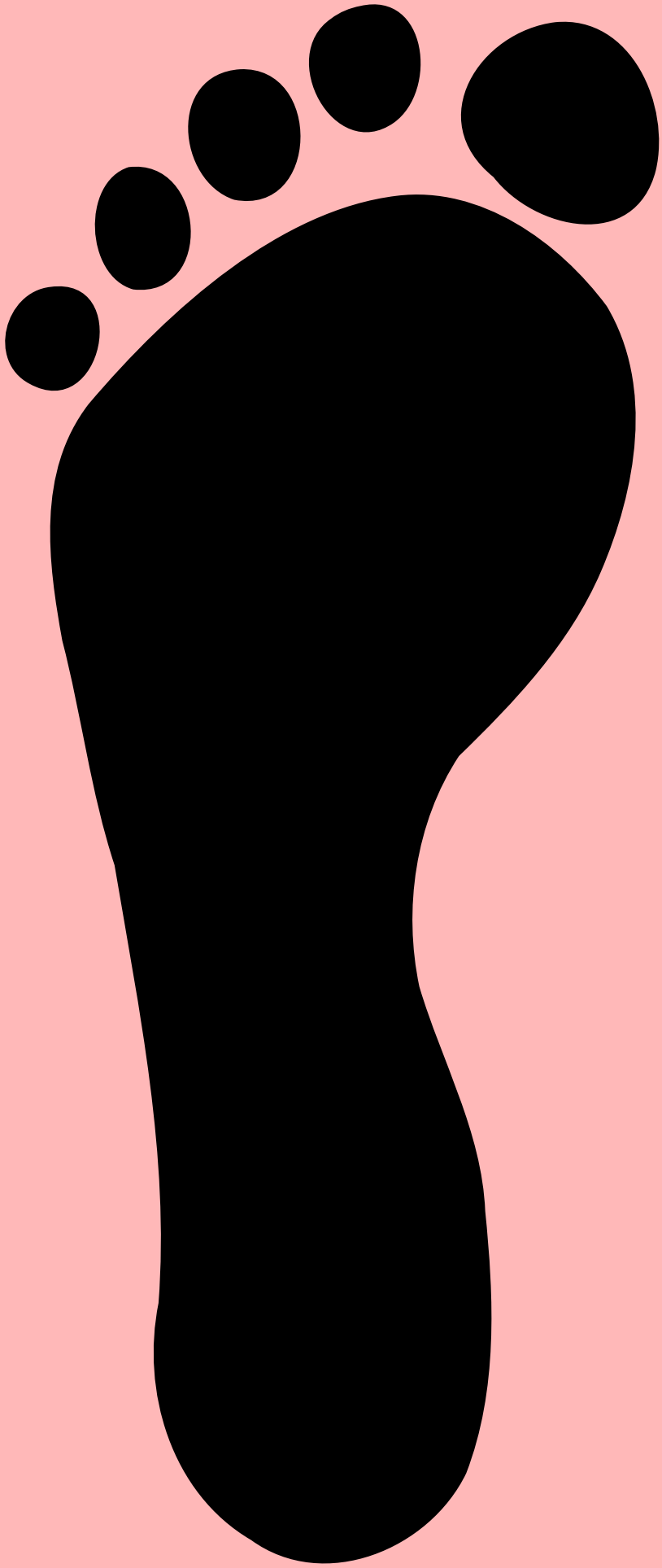


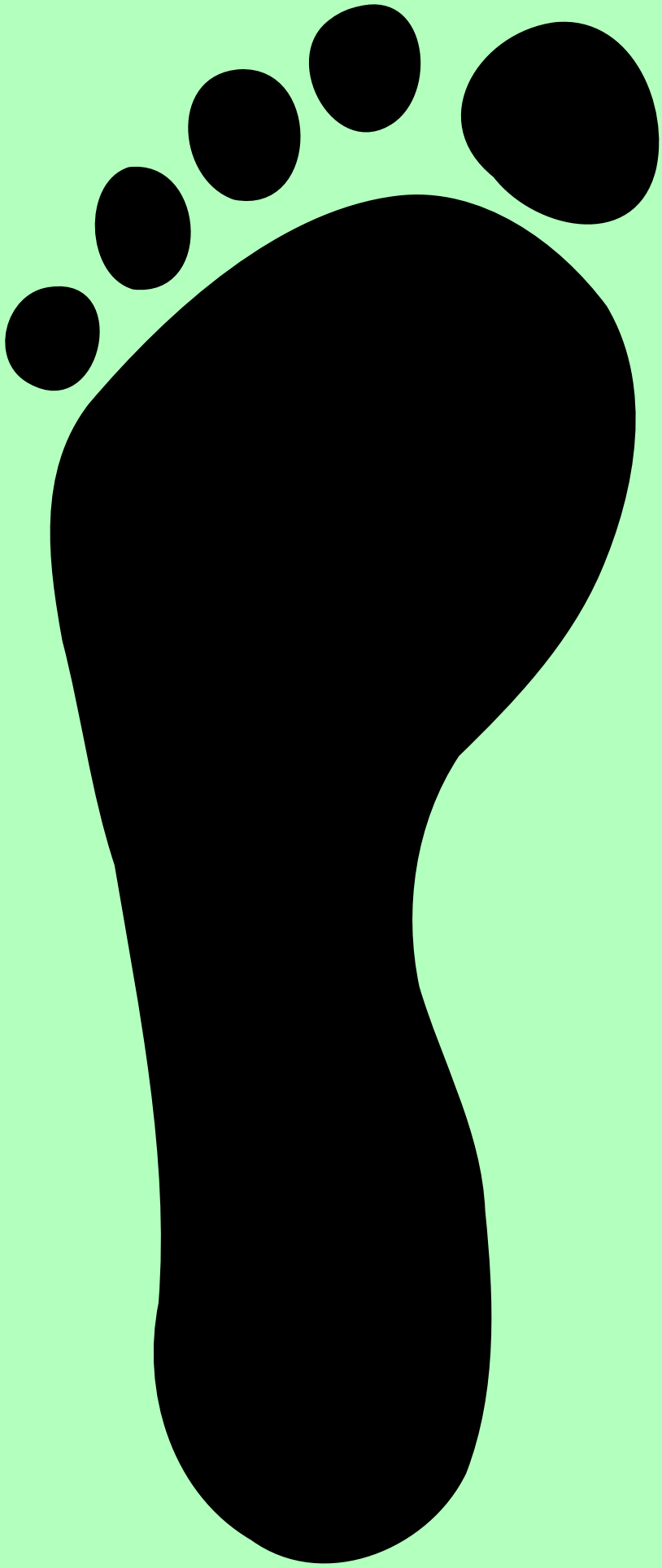


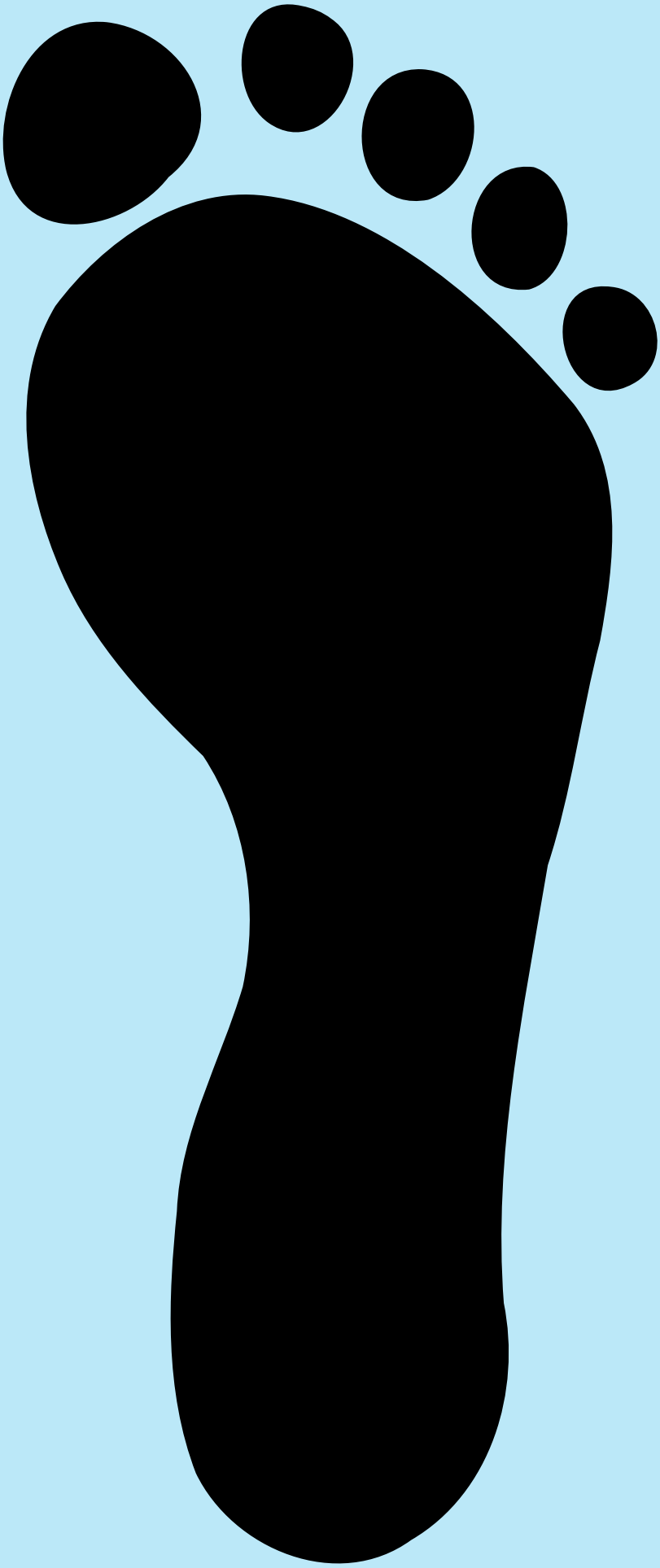


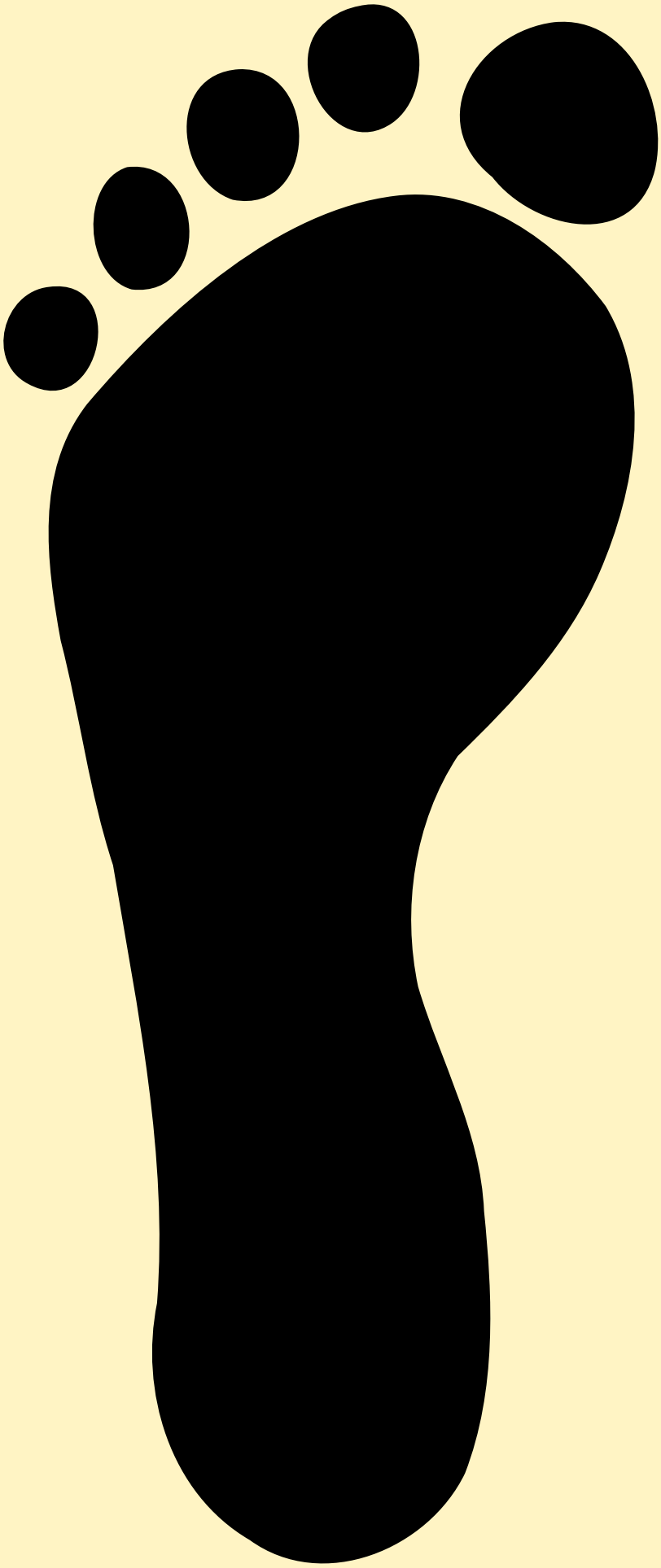


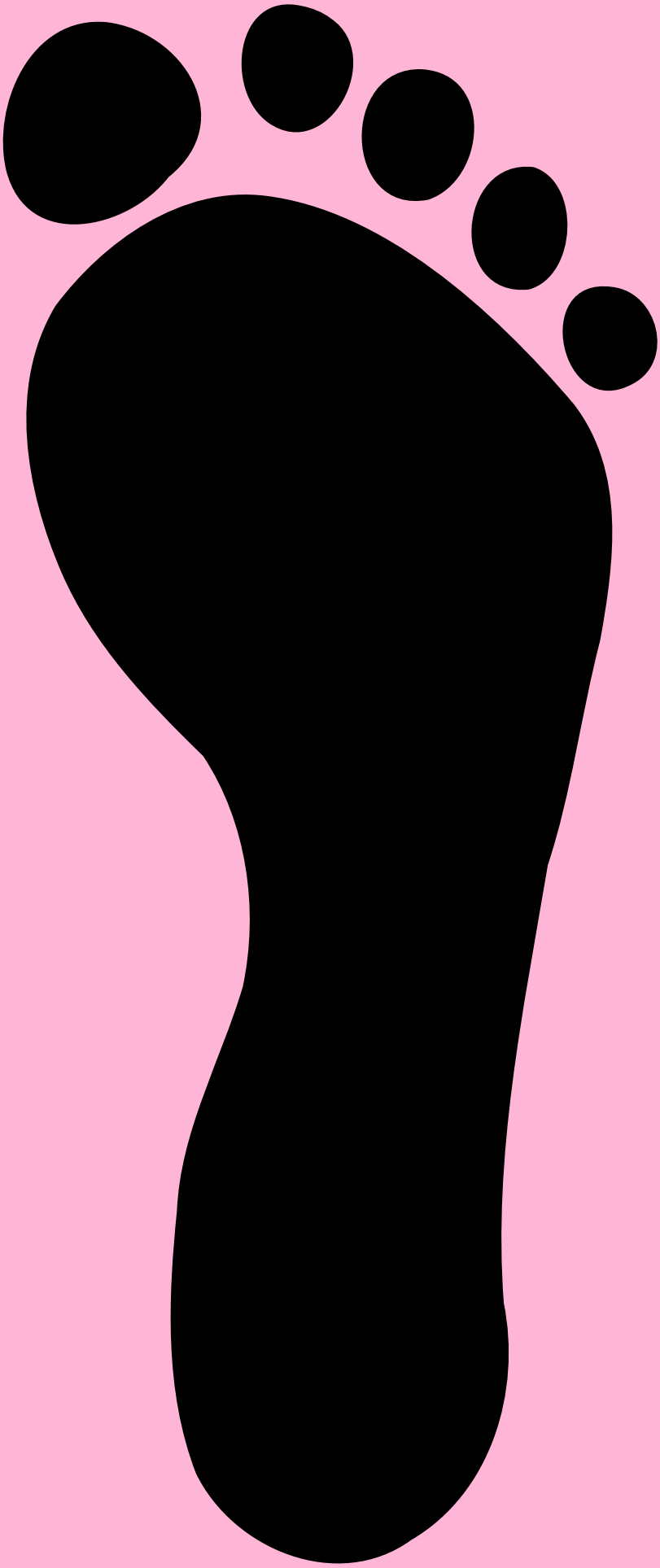


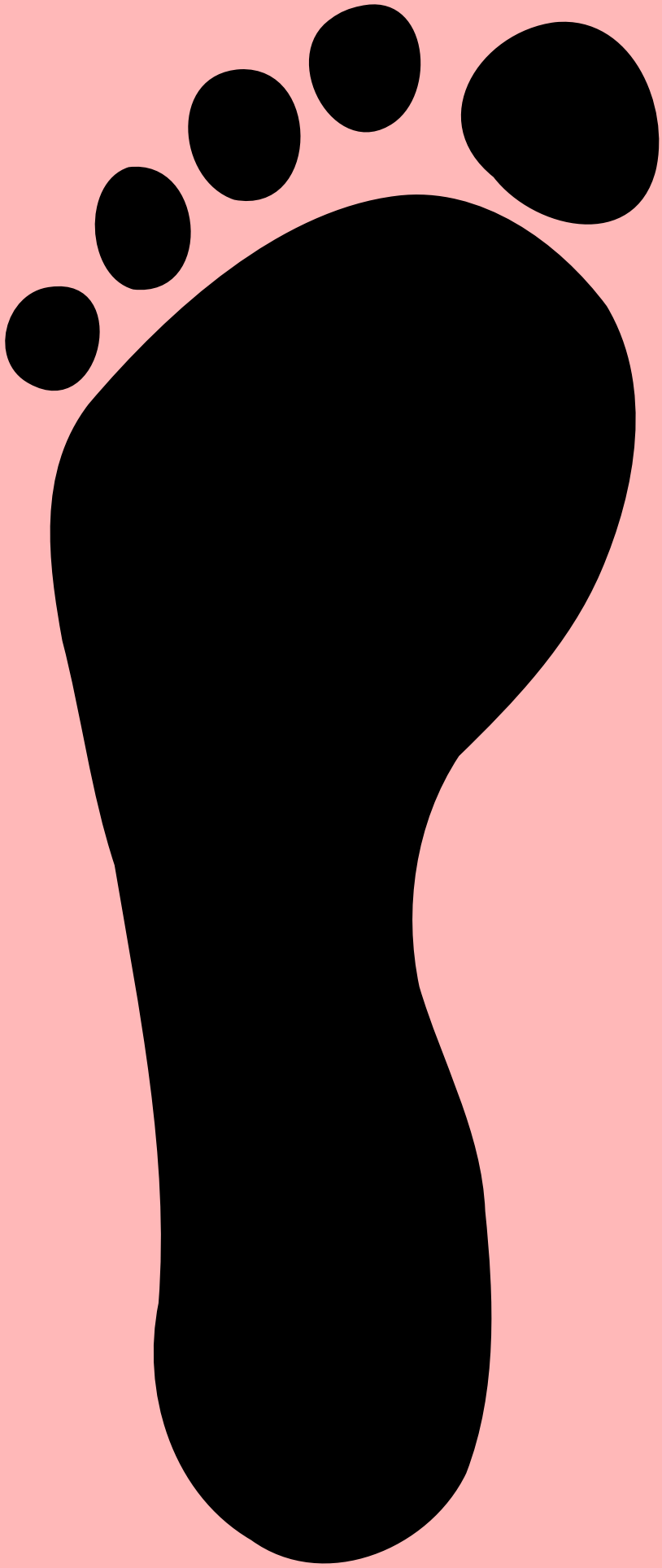


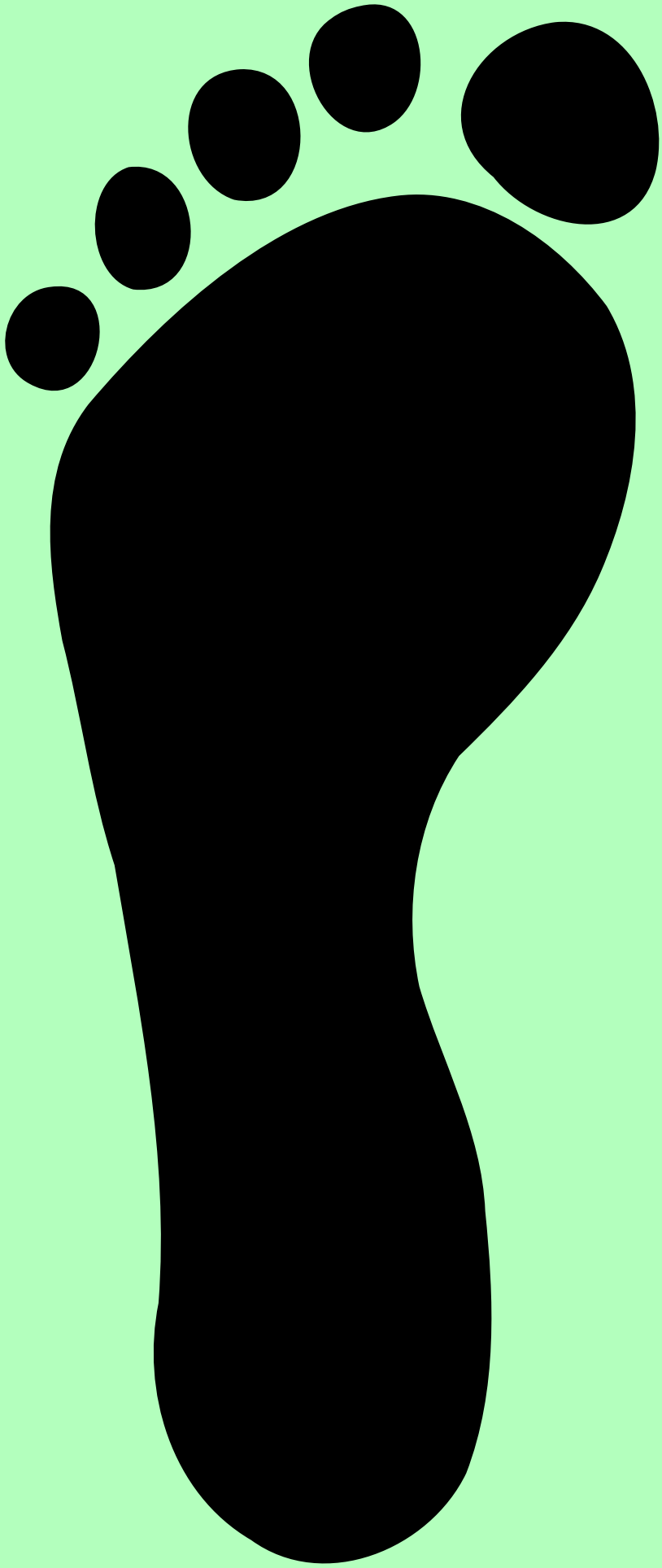




































Finish the Christmas Song Lyrics

Objective:

Fill in the missing words in Christmas songs.

Materials Needed:

Card, pen or pencil, and timer.

How to Play:

- Give a player a sheet and pen.
- Start the timer for 1 minute.
- Players write the missing words in the blanks.
- When time is up, check answers and see who has the most correct.

Christmas Sound Match

Objective:

Match each sound clue card with its matching picture card before the timer runs out!

Materials Needed:

Sound clue cards, matching picture cards, timer, scissors to cut out cards

How to Play:

- Shuffle both sets of cards and spread them face-up on a table.
- Players race to match each sound clue with its correct image card.
- When time's up, count how many correct pairs were made.
- The player (or team) with the most correct pairs wins!

Christmas Jigsaw Puzzle

Objective:

Be the first to complete your Christmas jigsaw puzzle before the 1-minute timer runs out!

Materials Needed:

Christmas puzzle sheets, Scissors to cut out cards, Timer

How to Play:

- Mix up the pieces and place them in a small pile or envelope.
- Players (or teams) race to complete the puzzle as fast as they can!
- Stop when the timer runs out — whoever has the most pieces correctly placed wins!

Christmas Charades

Objective:

Act out Christmas-themed words or phrases without speaking and get your team to guess as many as possible.

Materials Needed:

Charade cards, A bowl or Santa hat to draw from, Timer

How to Play:

- Divide into two teams.
- One player draws a card and acts it out — no talking!
- Team has 1 minute to guess.
- Correct guess = 1 point.
- Teams take turns. Most points win!

Finish the Christmas Song Lyrics

Write the missing word in each lyric within 1 minute!

_____ all the way.

Frosty the
_____
was a jolly happy soul.

Holy _____ all is calm.

O Christmas _____
is shining bright tonight.

We wish you a Merry
_____
and a Happy New Year.

Joy to the
_____
the lord is come.

Rudolph the Red - Nosed
_____
had a very shiny nose.

Hark! The herald
_____ sing,
"Glory to the newborn
King."

Deck the _____
with boughs of holly.

Away in a
_____
no crib for a bed.

Finish the Christmas Song Lyrics

Write the missing word in each lyric within 1 minute!

Jingle all the way.	Frosty the **Snowman** was a jolly happy soul.
Holy **Night** all is calm.	O Christmas **Tree** is shining bright tonight.
We wish you a Merry **Christmas** and a Happy New Year.	Joy to the **World** the lord is come.
Rudolph the Red - Nosed **Reindeer** had a very shiny nose.	Hark! The herald **Angels** sing, "Glory to the newborn King."
Deck the **Halls** with boughs of holly.	Away in a **Manger** no crib for a bed.

Finish the Christmas Song Lyrics

Write the missing word in each lyric within 1 minute!

Up on the
_____
reindeer pause.

_____
is coming to town.

O Holy _____
The stars are brightly shining.

O come, all ye faithful
_____
and triumphant.

Let it _____ Let it _____
Let it _____

Have yourself a _____
little Christmas...
Let your heart be light.

I'm dreaming of a white
_____
Just like the ones I used to know.

Rockin' around the Christmas tree...
At the Christmas _____ hop.

It's the most
_____
time of the year...

Feliz _____...
Prospero año y felicidad.

Finish the Christmas Song Lyrics

Write the missing word in each lyric within 1 minute!

Up on the
Housetop,
reindeer pause.

Santa Claus
is coming to town.

O Holy **Night!**
The stars are brightly
shining.

O come, all ye faithful
Joyful
and triumphant.

Let it **Snow!** Let it **Snow!**
Let it **Snow!**

Have yourself a **Merry**
little Christmas...
Let your heart be light.

I'm dreaming of a white
Christmas
Just like the ones I used to
know.

Rockin' around the
Christmas tree...
At the Christmas **Party**
hop.

It's the most
Wonderful
time of the year...

Feliz **Navidad** ...
Prospero año y felicidad.

CHRISTMAS SOUND (MATCH SOUND CLUE CARDS)

Jingle Jingle!	Ho Ho Ho!
Crunch Crunch	Snip Snip
Whoosh!	Clink Clink
Ring Ring	Rustle Rustle
Ding Dong	Crackle Crackle

CHRISTMAS SOUND (MATCHING PICTURE CARDS)

"Jingle Jingle!"





"Ho Ho Ho!"



"Crunch Crunch"



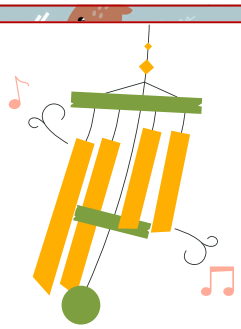
"Snip Snip"



"Whoosh!"



"Clink Clink"

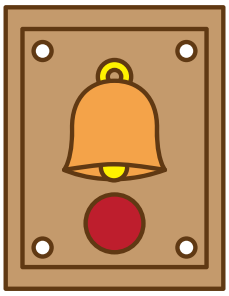


"Ring Ring"



"Rustle Rustle"

"Ding Dong"



"Crackle Crackle"



CHRISTMAS JIGSAW PUZZLE

Print and cut the puzzle pieces apart before the game starts.



CHRISTMAS JIGSAW PUZZLE

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CHRISTMAS CHARADES CARDS

SANTA CLAUS	REINDEER
DECORATING THE TREE	WRAPPING PRESENTS
BUILDING A SNOWMAN	BAKING COOKIES
SLIDING DOWN THE CHIMNEY	RINGING BELLS
SINGING CAROLS	LIGHTING CANDLES
HANGING STOCKINGS	MAKING SNOW ANGELS

CHRISTMAS CHARADES CARDS

DELIVERING GIFTS	RIDING A SLEIGH
OPENING PRESENTS	TAKING A CHRISTMAS PHOTO
DRINKING HOT COCOA	MAILING CHRISTMAS CARDS
DANCING AT A CHRISTMAS PARTY	ROASTING MARSHMALLOWS BY THE FIRE
HANGING CHRISTMAS LIGHTS	SHOPPING FOR GIFTS
PUTTING ON WINTER CLOTHES	WATCHING CHRISTMAS MOVIE