



1. Blastoff Balloon Race

Divide the players into two teams and have them sit in two lines facing each other, with chairs separating them.

Tie a balloon to the ankle of each player.

On the start signal, players have to race to pop the balloons of the opposing team using their feet while protecting their own balloon.

The team with the most un-popped balloons after a set time wins.

2. Asteroid Toss

Set up the hoops and/or buckets at varying distances and assign points according to difficulty.

Players take turns tossing the foam balls or beanbags at the targets, trying to get as many points as possible.

The player with the highest score after a set number of rounds wins.

3. Moonwalk Challenge

Choose a space-themed song and have players line up.

When the music starts, players must moonwalk to the end of the playing area and back.

The last player to finish is eliminated, and the game continues until one player is left.



4. Solar System Scavenger Hunt

Give each participant a list of items related to the solar system that they must find within the designated play area.

Participants can search for the items (toys or flashcards) on the list individually or as part of a team.

When each item is found they have to mark check on the paper. Ask participants not to pick up the items they find so that the rest could find them as well

The first participant or team to find all of the items on the list wins the scavenger hunt.

5. Alien Tag

Choose one player to be the alien and have them wear a different colored shirt or hat to distinguish them from the other players.

All other players are humans and must run around the playing area, trying to avoid being tagged by the alien.

If a player is tagged by the alien, they must freeze in place and become a pod person.

The only way for a pod person to become unfrozen is if another human player tags them.

The game ends when all humans have become pod people, or if a predetermined time limit is reached.

Switch up the alien role after each round.

6. Astronaut Relay Race

Divide players into teams of 3-5.

Set up a relay track using cones or markers to indicate the start and finish lines.

On the go signal, the first player from each team will run to the end of the track and back, tagging the next player to go.

The relay continues until all players have completed the track.

The team with the fastest time wins.

7. Alien Egg Hunt

Hide the plastic eggs filled with alien-themed toys or treats throughout the designated area.

Provide each player with a basket or bag to collect the eggs.

On the go signal, players must search for the hidden eggs.

The player who collects the most eggs within a set time limit wins.



8. Pin the Planet on the Solar System

Draw a large solar system on a piece of poster board or cardboard.

Cut out various planet shapes and attach double-sided tape to the back.

Blindfold the children and have them try to place the planet on the correct spot on the solar system.

The child who gets the closest wins!

9. Mars Rover Obstacle Course

Create an obstacle course using cones or markers to indicate the path and cardboard boxes to create obstacles.

Divide players into teams of 2-3.

One player from each team has to navigate the remote-controlled car around the obstacles and finish the course.

Then all team members take turns to do the same.

The team with the fastest time to complete the course wins.

10. Space Trivia

Divide your guests into teams or have them play individually.

Ask each team/player a series of space-related questions.

Players must buzz in or write down their answers before time runs out.

After all questions have been asked, tally up the scores and declare a winner.

For added fun, consider incorporating space-themed prizes for the winners.

11. Captain Simon Says

Designate one player as Simon, the space captain. With younger children you can be Simon yourself.

Simon will give commands such as "Simon says hop like a space bunny" or "Simon says spin like a planet".

The other players must listen carefully and only follow the commands when Simon says "Simon says" before the command.

If Simon does not say "Simon says" before a command, and a player follows the command, they are out.

The last player standing becomes the new Simon.



12. Intergalactic Twister

Lay out the Twister game mat on the ground.

Spin the spinner to determine which body part and color to place on the mat.

Players take turns following the instructions on the spinner until they fall or cannot reach the specified space without falling. The last player standing wins.

13. Rocket Bean Bag Toss

Set up rocket ship cutouts or posters a few feet away from the throwing line. Cut holes in them. Players take turns throwing bean bags through the holes in the rocket ship.

Players score points for each successful throw.

The player with the most points at the end of the game wins.

14. Cosmic Memory Game

Shuffle the space-themed cards and lay them out in a grid face-down.

Players take turns flipping over two cards at a time, trying to match pairs.

If a player makes a match, they get to keep the cards and go again.

The player with the most pairs at the end of the game wins.

15. Asteroid Dodgeball

Divide players into two teams and have them stand on opposite sides of the playing area. Scatter several balls throughout the playing area.

When the game starts, players must run to the center of the playing area to retrieve the balls and then try to hit players on the opposing team with them.

If a player is hit with a ball, they are out and must sit on the sidelines.

The game ends when all players on one team have been eliminated, or if a predetermined time limit is reached.

Switch up the teams and playing area after each round.

16. Rocket Ship Piñata

Hang the piñata from a sturdy tree branch or other high location using string.

Blindfold the first player and spin them around three times.

Hand the player the baseball bat or stick and let them swing at the piñata, trying to break it open and release the treats inside.

Continue until all players have had a turn or until the piñata breaks open.

