



## 1. Toolbox Scavenger Hunt

Objective: Work as a team to find and collect all the hidden toy tools to complete a “construction set.”

Setup: Hide toy tools (e.g., plastic hammer, wrench, screwdriver) around the party area. Divide children into small groups and give each group a toy toolbox or bucket to collect their tools.

How to Play: Each group works together to find as many hidden tools as possible within a set time limit. Members can split up to search different areas but must return their found tools to the group’s bucket. The group that collects the most tools or completes their set first wins.

## 2. Brick Builders’ Relay

Objective: Build the tallest tower using toy bricks or blocks within a limited time.

Setup: Set up two lines with equal piles of toy blocks at the finish line which is a few meters away from the starting line.

How to Play: Divide children into two teams. The first player runs to the pile, grabs a block, and returns to stack it on their team’s tower at the starting line. The next player adds another block, and so on. The team with the tallest tower at the end of the game wins.



### **3. Wheelbarrow Relay Race**

Objective: Transport items from the “construction site” to the “construction zone” using a toy wheelbarrow or bucket as fast as possible.

Setup: Set up a starting point and a finish line. Place lightweight items like foam bricks or small plush toys at the starting line. Provide each child or team with a toy wheelbarrow or a small bucket.

How to Play: Children must pick up one item at a time, place it in their wheelbarrow or bucket, and run it to the finish line. They then return to collect the next item or tag their next team mate to run with the next toy. The race continues until all items are transported to the finish line. The first child or team to move all their items wins.

### **4. Blueprints Puzzle Race**

Objective: Complete a construction-themed jigsaw puzzle as quickly as possible.

Setup: Print out and cut up simple construction-themed images into puzzle pieces. Place them in envelopes.

How to Play: Each child receives an envelope. On “go,” they race to put their puzzle together. The first to complete their puzzle wins.

### **5. Nail the Target**

Objective: Use beanbags to hit a “target” and score points.

Setup: Set up a board with painted targets (e.g., circles with varying points). Provide beanbags for throwing.

How to Play: Each child takes turns throwing the beanbags to hit the targets and earn points. The child with the most points after everyone has played wins.



## 6. Crane Operator

Objective: Move a small toy object from one spot to another using only a hook or magnetic stick.

Setup: Use toy cranes or create a simple setup with a stick and string with a magnet at the end. Place magnetic objects (like small nuts or bolts) on the floor.

How to Play: Children use their “crane” to pick up and move items to a designated box without using their hands. The first to move all items wins.

## 7. Toolbelt Match-Up

Objective: Correctly match toy tools with their corresponding outlines or “toolbelt.”

Setup: Draw outlines of various toy tools on a piece of cardboard. Provide each child with a set of toy tools.

How to Play: Children must match their tools to the correct outline on the “toolbelt” as quickly as possible. The first to match them all correctly wins.

## 8. Obstacle Construction Vehicle Race

Objective: Pull a toy construction vehicle through an obstacle course using a string to reach the finish line without toppling or straying.

Setup: Attach a string to each toy construction vehicle (e.g., bulldozer, excavator, or dump truck). Create a race track with added obstacles such as small toy bricks, cones, or cardboard tunnels. Make sure the string is long enough for kids to pull from a standing position behind the starting line.

How to Play: Each child stands in front their vehicle and pulls the string to move the vehicle forward, guiding it through the obstacle course. If the vehicle tips over or strays off the path, the child must return it to the last completed obstacle before continuing. The first child to successfully navigate all obstacles and reach the finish line wins.



## 9. Building Buddies

Objective: Work together in pairs to create a block structure.

Setup: Have blocks ready for each pair of children. Provide a basic “blueprint” as a model to follow.

How to Play: Pairs take turns placing blocks to build the structure shown on the blueprint. The team that finishes their structure first wins.

## 10. Quiet Blueprint Drawing

Objective: Create a “blueprint” of a house or building on paper.

Setup: Provide paper, crayons, and construction stickers.

How to Play: This is a calming activity where children draw their own building or house. Encourage them to use stickers to decorate their “blueprint.” Everyone gets a small prize for participating.

