

# One-Minute Party Challenges for Adults

Choose one small challenge, set a 60-second timer, and keep the fun in the shared task rather than a person's score.

Host guide / A4 / 2–12 adults; play individually, in pairs, or as small teams / 10–25 minutes; each challenge runs for 60 seconds

Read the guide privately first if this activity has hidden answers. Print single-sided at Actual size / 100%. Cut only sheets marked CARDS. Keep answer keys with the host.

## What you need

- Choose materials from the selected card before inviting players; every challenge uses a different kit.
- A visible 60-second timer and clear table space.
- Optional score sheet for team totals only; scoring can be skipped.

## How to run it

1. Pick one challenge card and prepare its exact materials before the group starts. Explain the goal and show one example without using a participant as the demonstration.
2. Offer the seated option and name the pass role: participant, helper, timekeeper, observer, or host. A person may choose a different role without explanation.
3. Set a 60-second timer and start only after everyone is ready. Stop at the signal, then count or check the group result together.
4. If the group wants another round, switch to a different prepared card. Do not compare individuals or make speed a work-related judgment.
5. Clear small objects and paper scraps between rounds. Do not use sharp objects, food-eating tasks, blindfolds, or activities that require touching another person.

## Choose the kit before the round

These games use different materials, so do not draw a challenge at random unless its exact kit is already on the table. Review the card, set up one station, and then invite participants. A 60-second limit is a playful boundary; it can be lengthened or removed if the group prefers.

Most rounds work with a table and can be played seated. If a participant has difficulty handling a small object, offer a larger paper version, a partner who moves pieces at their direction, or a timekeeper role. The result is not a measure of dexterity or coordination.

## Set the tone

Read the instructions before starting and let participants test one practice move. Keep the rules the same for each team if using a group score. A person can pass, help arrange materials, call time, or observe. Do not require a prize or public performance.

The games are original and brand-neutral. They do not use television show names, set designs, scripts, or signature rounds. Hosts can use them at parties, but should not present them as official versions of any media property.

## Run a fair sixty-second round

Show the start and finish areas, then begin the timer. At the signal, stop play and count the objects in the finish area or compare the pattern to the visible reference card. Let participants complete the last move only if that rule was stated before the round.

If the group chooses points, record team totals rather than individual rankings. A tie is fine. The host can also skip points and ask whether the group wants another challenge.

## Printable host sheet

"We will try one short table challenge. Here are the materials and the goal. You can play, help, keep time, observe, or pass. The timer is for the game only; there is no individual score and no need to rush past what feels comfortable."

Start the timer, stop at 60 seconds, check the shared result, and clear the station. Thank everyone whether they played or watched.

## Make the setup safe and accessible

Keep the table stable and free of drinks or loose cables. Use large pieces when possible and do not throw objects at people. The paper-ball round uses a gentle table roll, not an airborne toss. Keep cotton balls, tokens, and clips away from mouths; discard materials that become damaged.

If there is not a suitable table or the group prefers a quiet option, choose the visible pattern card activity or remove the time limit. The host can read all instructions aloud and allow a partner to move pieces.

## CARDS / One-Minute Party Challenges for Adults

|                                                                             |                                                                         |
|-----------------------------------------------------------------------------|-------------------------------------------------------------------------|
| <p>R_MINUTE-001 / One-minute challenge</p> <p>Cotton-ball transfer</p>      | <p>R_MINUTE-002 / One-minute challenge</p> <p>Three-color sort</p>      |
| <p>R_MINUTE-003 / One-minute challenge</p> <p>Tabletop paper roll</p>       | <p>R_MINUTE-004 / One-minute challenge</p> <p>Visible pattern match</p> |
| <p>R_MINUTE-005 / One-minute challenge</p> <p>Paper-cup stack and reset</p> | <p>R_MINUTE-006 / One-minute challenge</p> <p>Clothespin placement</p>  |

## CARDS / One-Minute Party Challenges for Adults

R\_MINUTE-007 / One-minute challenge

Fan the paper ball

R\_MINUTE-008 / One-minute challenge

Number-card sequence

# Host answer key

Keep this section separate from player cards. Accept equivalent wording where the meaning matches.

**01. Group: 1–2 players or a team. Materials: 10 cotton balls, 2 bowls, 1 soup spoon. Setup: place the bowls 12 inches apart on a table and put all cotton balls in the first bowl. In 60 seconds, use the spoon to move as many as possible to the second bowl. Stop and count together.**

Seated option: bring bowls within reach or let a partner move the spoon at the player's direction. Never use the mouth.

**02. Group: 1–2 players or a team. Materials: 12 large paper squares—4 each of three colors—and 3 matching bowls. Setup: mix the squares in one pile. In 60 seconds, move one square at a time into the bowl with the matching color. Count correctly sorted squares at the end.**

Use large shapes with different patterns as well as colors for color-vision access. No rushing required.

**03. Group: 1–2 players or team. Materials: 3 small crumpled paper balls, 1 shallow bowl, masking tape for a start line. Setup: place the bowl 18 inches from the line. In 60 seconds, gently roll the paper balls along the table toward the bowl; do not throw them. Count how many remain in the bowl.**

Move the bowl closer or let a partner roll at the participant's direction. Keep faces and drinks away from the path.

**04. Group: 2–4. Materials: 8 large shape cards and 1 reference card showing four shapes in a row. Setup: leave the reference visible and mix the eight cards. In 60 seconds, select and arrange the four cards in the same order. Check the result together.**

No memory or drawing is needed. Allow verbal directions or a partner to move cards.

**05. Group: 1–2 players or team. Materials: 6 lightweight paper cups and a stable table. Setup: place the cups nested at the start line. In 60 seconds, build a three-two-one pyramid, then nest the cups again. Stop if the stack wobbles toward the table edge.**

This is a solo cup activity, not the shared rubber-band cup-stacking challenge. It can be done seated; no speed comparison is needed.

**06. Group: 1–2 players or team. Materials: 1 index card and 6 large spring clothespins. Setup: place the card flat on the table. In 60 seconds, clip the clothespins along one long edge, spacing them so each stays attached. Count clips that remain on the edge at the end.**

Pinching may not suit everyone. A partner can place clips from verbal directions, or choose a different card.

**07. Group: 1–2 players or team. Materials: 1 index card, 1 small paper ball, and masking tape for a finish line. Setup: place the ball on a table 18 inches from the finish line. In 60 seconds, use the index card as a hand fan to move the ball across the line. Do not blow or throw.**

A partner can fan at the player's direction. Remove loose papers and keep the path clear.

**08. Group: 2–4. Materials: 6 large numbered cards from 1 to 6 and 1 reference card showing the target order 2-5-1-6-3-4. Setup: shuffle the cards face up. In 60 seconds, arrange them to match the visible target. Check together when time ends.**

Use large-print numerals or replace numbers with six distinct shapes. A team may simply discuss the order if handling cards is not comfortable.

## **Hosting questions**

### **Are these from a television game show?**

No. The challenges here are original, simple table games and do not use a show's name, sets, or signature content.

### **Does every round have to be exactly one minute?**

No. Sixty seconds is the default. A host can extend or remove the timer for a more relaxed version.

### **Do we need to give prizes?**

No. Use a shared team count if the group wants a score, or skip scoring entirely.

### **Can someone participate while seated?**

Yes. Every challenge can be arranged at a table; cards also describe partner-assisted or alternate roles.

Original AI-assisted resource with AI editorial review. Independent human playtesting and physical printing have not been completed. Answer, listen, or pass.