

5 Play ideas from LEGO® Play Agents

Ideas to help the whole family have fun whatever time, space or toys available!

NUMBER OF PLAYERS

DIFFICULTY (EASY TO ADVANCED)

1 Tricky Tower

EQUIPMENT: 4 PLASTIC CUPS + 3 PIECES OF PAPER + A TIMER

- * Stack a pile of cups with a piece of paper between each one
- * Start a timer
- * One player has to yank the paper out from between each cup to successfully stack them on top of each other
- * If the cups don't stack and they fall over, put the paper and cup back and try again
- * Once one player has stacked all the cups, swap goes
- * The player who stacks all four cups in the quickest time wins



2 Back to back with LEGO bricks

EQUIPMENT: 6 LEGO BRICKS OF ANY SIZE, COLOUR OR SHAPE

- * Two players sit back to back
- * One player builds something out of the LEGO bricks
- * Once they're finished, they tell the other player what they built and how they built it without showing the other player
- * The other player has to try and build the same shape
- * Once the partner is done, the two players show each other their creations to see how close they are
- * Then swap roles and give it another go!
- * If you don't have any bricks to hand, try drawing an object and explaining it to your partner. They have to try and draw the same thing without looking!



3 What's Missing ?!

EQUIPMENT: 10-15 RANDOM OBJECTS

- * Lay the random objects out on a table and show all the players
- * Choose one player to be the detective and send them out the room
- * Remove one of the objects while they are gone
- * When they come back, they have to identify what object is missing
- * If they get it right, send them away and try removing two objects this time
- * The player who can guess the most missing object wins the game



4 Beat the Alarm

EQUIPMENT: A MOBILE PHONE

- * Pick a player to be the 'guard' and ask them to leave the room
- * When they are gone, the remaining players set the alarm on the mobile phone for three minutes and hide it
- * When the guard comes back in, they have to find the mobile phone before the alarm goes off!



5 Knock it down

EQUIPMENT: A BALL SHAPED ITEM (TENNIS BALL, ORANGE OR APPLE) + TIGHTS + WATER BOTTLES

- * Place a tennis ball in one foot of a pair of tights and tie the tights around the player's head
- * Stand the bottles up in a random arrangement on the floor
- * Using the swing of the ball, knock over as many water bottles as you can in one minute
- * The player who knocks over the most bottles wins
- * If you don't have many water bottles you can always use shampoo bottles or similar



For more play inspiration and challenges, search **#LetsBuildTogether**