

Brick Boredom Buster Camp:
Monday, April 6th
I Challenge You



Today is all about challenges! You challenging your kiddo...your kiddo challenging you. It's going to be great! Don't worry if you lose. Everyone knows the kids are smarter than the parents, right? ☺

Use them all, use only one, or mix and match! On some activities, we've added a "make it extra" section to expand on the activity and make it more fun or last longer. And don't forget to take a picture or video, post it to Instagram or Facebook, and tag #brickboredombuster to be entered into the weekly drawing for a prize pack that we mail to your home!

Bust Out the Deck!

It's time for some card games! Here are some of the more popular card games and their instructions in case you have never played

- Go Fish - Five cards are dealt from a standard 52-card deck to each player, or seven cards if there are three or fewer players. The remaining cards are shared between the players, usually spread out in a disorderly pile referred to as the "ocean" or "pool." The player whose turn it is, asks another player for his or her cards of a particular face value. Example, Alice may ask, "Bob, do you have any threes?" Alice must have at least one card of the rank she requested. Bob must hand over all cards of that rank if possible. If he has none, Bob tells Alice to "go fish", and Alice draws a card from the pool and places it in her own hand. Then it is the next player's turn – unless the card Alice drew is the card she asked for, in which case she shows it to the other players, and she gets another turn. When any player at any time has two cards of one face value, it forms a pair, and the cards must be placed face up in front of that player. Play proceeds to the left. When all sets of cards have been laid down in pairs, the game ends. The player with the most pairs wins.
 - Make it extra: Play until you have 4 of a kind and lay the whole book down.
- Slap Jack – This game is played with 2-4 people. The deck is divided up evenly between the players and the person to the left of the dealer starts the game. The players take turns doing this in a clockwise manner until a jack is placed on the pile. At this point, any and all players may attempt to slap the pile with the hand they didn't use to place the card; whoever covers the stack with his or her hand first takes the pile and shuffles it into their stack. If another player puts their card over the jack before it is slapped, the jack and the cards underneath can't be taken by a player until the next jack is revealed. If a player slaps the deck when a jack isn't present then he or she must "burn" a card. This means they must take the top card of their personal stack and place it on the bottom of the pile in the middle of the game. When a player has run out of cards, they have one more chance to slap a jack and get back in the game, but if they fail, they are out. Gameplay continues with hands of this sort until one player has acquired all of the cards.
 - Make it extra: Add in these two rules –
 - Sandwiches – two cards of the same number are separated by only 1 card (example: if you lay down a 3-6-3)
 - Pairs – two cards of the same number are laid down back to back.

- **War** – The objective of the game is to win all of the cards. The deck is divided evenly among the players (best with only 2 but can be played with 3), giving each a face-down stack. In unison, each player reveals the top card of their deck—this is a "battle"—and the player with the higher card takes both of the cards played and moves them to their stack. Aces are high, and suits are ignored. If the two cards played are of equal value, then there is a "war". Both players place the next 3 cards of their pile face down and then the fourth card face-up. The owner of the higher face-up card wins the war and adds all the cards on the table to the bottom of their deck. If the face-up cards are again equal then the battle repeats with another set of face-down/up cards. This repeats until one player's face-up card is higher than their opponent's. The winner of the war is whoever has all of the cards at the end or whoever runs out of cards loses. ***if you do not have enough cards to play the War portion of the battle, then you may lay only one card face down and the next card face up***

Get Outside!

Do a bike ride challenge by seeing who can make it around the block the fastest!

Make it extra: See how many times you can ride around the block without stopping.

Let's Play a Game...

Joker's Stone Face Challenge

How to Play: You are a superhero in training preparing for the bad guys' underhanded tricks. In this game the superhero is stuck in one of the Joker's villainous traps and the only way to escape is to make it through without laughing.

The villain (Joker) is going to try everything EXCEPT TOUCHING to try and make you laugh. Don't laugh! Otherwise you are stuck in his lair forever!

Minute to Win It

Let's get going! These are lightning fast rounds!

- **Card Deck Separation** – players have 1 minute to separate a deck of cards by number (Ex. 4 Kings, 4 Jacks)
- **Cup Stacking** – players have 1 minute to stack 10 cups up in a pyramid shape AND take them back down without them falling over.
- **Card Ninja** – Each player gets the deck of cards and with one minute on the clock they try to throw as many cards into a bowl as possible. The bowl must be at least 3 feet away. *push the distance further back if that is too easy*

Physical Activity: Kids Fitness

Here is a fun 15 minute workout for your kiddo (shorter than normal because you had a bike ride challenge today):

- <https://www.youtube.com/watch?v=mhHY8mOQ5eo>