

W14397 Gianormous Spoons - Activity Ideas

Egg and Spoon Races

- For “Eggs” use the eggs from our W9235 Jumbo Ostrich Egg and Spoons set or use a set of 6 balls, 6 to 8 inches in diameter, like our W4975 Gator Skin Softi-6, W4792 Gator Skin Special-8, or W7127 Spectrum 7” Foam Balls.
- Players are only allowed to grip the spoon at the handle end up to and including the S&S logo.
- The race can be either a one-way race where players must keep the egg on the spoon from start to finish, or a relay race where players from the same team race back and forth. Decide the penalty for a dropped egg prior to the start of the race. Options include having the player stop, pick up the egg and resume; have the player pick up the egg and return to the start line to re-start, or pick up the egg, put it back on the spoon and count to 3 before re-starting.
- Advanced Challenge – Players can only hold onto the spoon with one hand.
- Super Advanced Challenge – Flip the spoon around and have the players hold onto the head (or bowl) of the spoon and try to carry the egg with the handle end. For this challenge, you might want to just see who can transport the egg the furthest without dropping it!

Egg and Beachball Races

- Basically, the same rule as above, except the players will carry a large beachball (like SL976 or W9437) on the end of the spoon. Now players have to worry about balancing the ball and the wind resistance of the ball if they try to move too fast.

Bucket Fill Races with Spoons (outdoor activity)

- Recommended Equipment – 1st Container FN4355 19-Gallon Tub, 2nd Container -
- You will need 2 buckets or containers per team. Fill up one container with water and place a second, empty container, about 20 to 30 feet away. The bigger the opening of the first container the better, because it will make it easier to dip the spoon into the container and fill the head of the spoon with water. As the race progresses, you may want to allow the players to tip the first container to allow better access to the water.
- Divide your players into 2 or more teams with an equal number of players, each team will need a container full of water and an empty container. Each team should be provided an equal number of Gianormous spoons, with a minimum of one per team.
- The race will last for a set period of time (say 3 to 5 minutes) or until teams can't get any more water out of the first container. At a start signal, players dip their spoon into the first container and try to get as much water into the head of the spoon as possible, then race to the second container, trying not to spill any, empty the water from their spoon into the second container, then race back with their spoon to the first container. If teams have multiple spoons, all spoons can be used at once. If there are more players than spoons, players should alternate turns with the spoons. At the end of the race, the team with the most water in the 2nd container wins!
- For a more challenging contest, use a 2-Liter soda bottle or some other type of container with a small opening as the second container.
- Instead of dipping the spoon directly into the first container, you could place a cup in the first container and assign one player the role of dipping the cup into the container and filling their teammates spoons.

Toss and Catch with Spoons

- Given 2 players jumbo spoons and see how many times they can throw and catch a ball to each other using just the spoons.
- Toss and Catch Relay Race – Spread out 3 or more players in a line with a gap of 10' or more between players. Each player has a spoon. The first player in line has a bunch of balls (on the ground or in a bucket). The first player picks up a ball, places it on their spoon and tries to toss it to the next player in the line. If the 2nd player catches it, they toss it to the next player in their line. If they drop it, the ball stays on the ground. See how many balls a team can get to the end of the line in a specific amount of time or if teams are competing against one another, see which team gets the most balls to the end of the line.
- For a little cool summer fun, use water balloons instead of balls.

Toss catch and Score with Spoons – One player tosses a ball to another, who then shoots it at a goal (hockey goal, hanging hoop target, pop up soccer goal or similar). See which team can score 5 goals first. Only balls caught by the shooter can be shot at goal.

Spoon Launcher – Use foam roller (like W12848 or W12847). Place the spoon with the head of the spoon on one side of the roller and the handle on the other. Put a ball on the head of the spoon. The ball will need to be heavy enough to raise the handle off the ground. Step or use your hand to push down on the handle of the spoon to launch the ball into the air. Try to catch the ball.

CAUTION: These spoons are not unbreakable, so don't jump on or stomp on the handle too hard and break it!

Spoon Scooter Hockey – Use the spoons in place of mini hockey sticks and a foam ball in place of a puck to play spoon scooter hockey.

Spoon Wiffle Baseball – Use a spoon in place of a bat to play a game of Wiffle ball!

Spoon Balance – Balance spoon across one or two fingers, walk a distance, add obstacles, make it a race or a relay race.

Spoon Lacrosse – Use a foam ball like a Gator Skin Super 70 or Super 90 and the spoons as your sticks.

Spoon Snatching - The good old snap story! All player sit in a circle. In the middle place some spoons, one less than there are players). The leader tells a story. Once the word “spoon” occurs in the story, every kid tries to grab a spoon. The one who does not succeed will be eliminated.

Grabbing the spoon - 2 teams face each other back to back. Each team holds firmly each other’s hands. On one side of the group place a chair with a spoon on top. On the other side, the game leader tosses a coin. If the head of the coin is casts, a signal (a firm handshake) is passed on through the team, which has to quickly grab the spoon. It is an imperative that only the first person of each team sees the coin – head or tail. The rest of the team is supposed to look towards the spoon all the time. No one is allowed to speak either. This game can easily be played for another 20 minutes, because everyone gets a go to look at the coin and then changes position. Out of excitement or plane error one or the other will pass on a wrong handshake. When this happens the respective teams earns a minus point.

Sorting Spoons - In this game, you need as many different spoons as possible. (Long, short, ornate, wooden, silver or Chromogen, large, small, etc.). They now must be sorted, blindfolded that is, in a predetermined order.

Spoon hunting

Teams of 2 players stand in a circle. In the middle are spoons (one less than the number of teams). With a signal (e.g. a whistle), the rear team player jumps on the back of the front man. When you hear the second signal, the “back player” jumps off the front man’s back, runs around the circle once, crawls through somebody’s feet and grabs a spoon from the middle. The team who does not get a spoon is suspended for one round.

GIANT SPOON CARD GAME

The card game known as Spoons also goes by a variety of other names as well, but the fundamental rules are the same – be fast and be sneaky! Our jumbo version has players standing up and moving around!

- Materials Required: A deck of 52 playing cards, we recommend a Giant Deck like our W10560 or W9355 cards and giant spoons (one less than the total number of players).
- Number of Players: 4-8 is recommended.
- Length of Game: Games are fairly quick – about 5-10 minutes per game.

Setup

Have everyone stand in a circle, facing each other. Shuffle the deck of cards. Place spoons in the middle. There should be one less than the number of players; in other words, if there are seven players, then six spoons should be in the middle of the circle.

Playing

Deal each player four cards. With the remaining cards, form a stack. To begin a game, the first player takes a card from the deck and places it into his hand. He or she decides whether to keep this card or not. He or she quickly discards one card from his hand and passes it, face down, to the next person in the circle (in clockwise order).

The goal to try to get 4 of a kind. Once a person gets 4 of the same rank of card, he or she is now eligible to grab a spoon from the middle. Once anyone takes a spoon from the middle, the rest of the players can now grab a spoon, even if they don’t yet have four of a kind. In order not to lose, you must grab a spoon in time. The last player (the one who was not successful in getting a spoon) loses and must leave the circle. Decrease the number of spoons by one and repeat this process until there is only one winner left.