Play ideas from LEGO® Play Agents

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

1. **Tricky Tower**
   - **EQUIPMENT:** 4 NON-BREAKABLE 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 objects 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 #letssbuildtogether