

Instructions for the Skills Fair

Table One: Red or Black

This is a single-player game (you don't need to pair up with anyone).

The aim of the game is to work out the best strategy to build up your stake. You can choose to either place a bet on a single card (2,3,4,5,6,7,8,9,10, Jack, Queen or King) by laying your money on that card, or you can bet on 'red' or 'black' by placing your money on one of the aces. The banker holds an extra pack of cards. Before each turn, the banker shuffles the deck and turns over a card. If you have bet on 'red' or 'black' and have guessed correctly, you win double your stake; if you have bet on a particular value, for example, the Jack, and you have guessed correctly, you win three times your stake.

Table Two: Castle Construction

In this game, you need to find someone to pair up with and another pair to compete against.

On the table there is a small castle made from 15 pieces of Lego, hidden under a cloth. When you are ready to play, remove the cloth. You now have 30 seconds to memorise what the castle looks like (if there is no facilitator at the table, measure the time using the timer). You can't touch it, but you can view it from different angles. You must memorise the colour and the order of the blocks. After 30 seconds, the castle is hidden again. You have two minutes to build an identical copy of the castle. The pair that manages to construct an exact copy wins the game. If nobody builds an exact copy, the facilitator can choose which of you has come closest, and that pair wins their original stake and half their money (if there is no facilitator, you can agree between yourselves who has won).

Table Three: Marshmallow Challenge

In this game, you need to find someone to pair up with and another pair to compete against.

You must agree how much you are going to stake (in this game, the winning pair takes all!). Each pair gets 20 pieces of spaghetti and nine marshmallows. The marshmallows cannot be split and the spaghetti cannot be broken.

The pair that manages to build the highest tower in four minutes wins. The tower cannot be propped up against a wall or furniture, or attached to the floor or ceiling. The tower must stand without assistance for 15 seconds. If there is no facilitator at the table, measure the time using the timer.

If both towers are the same height, you reclaim your stake. If no-one creates freestanding structure, the bank wins and everyone loses their investment.

Table Four: Brainstorm

In this game you need to find someone to play against.

You have one minute to list as many types of business as you can. If there is no facilitator at the table, measure the time using the timer. The winner is the one who lists the most. In the event of a draw, you both win your stake. If neither of you can think of anything, you both lose your stake.

If there is a discussion about some of the examples listed and whether they are valid, set a time limit of 5 minutes for the discussion. If there is no facilitator at the table, use a timer to mark the times.

Table Five: Drawing Blind

In this game, you need to find someone to pair up with and another pair to compete against.

Each pair needs to nominate someone as an Artist and someone to act as a Guide. The pairs must be sitting a few metres apart. Within the pair, you need to be sitting back to back. The Guide in each pair is given a drawing (see the printable materials).

The Guide cannot show their drawing to the Artist. The Guide describes the drawing, and the Artist draws a picture based on the Guide's description. You have five minutes to finish the drawing. If there is no facilitator at the table, measure the time using the timer. The pair that has produced the drawing that is closest to the original wins the stake. If there is no facilitator at the table, use a timer to mark the times.

