



GAME

Marshmallow Tower

PRELUDE

SOCIAL

WORSHIP

STORY

GROUPS

HOME

OVERVIEW

In this game, students' engineering skills will be put to the test! Teams will compete to build the highest stack of marshmallows, held together by only toothpicks and their own engineering genius.

WHAT YOU'LL NEED

- 2 6-foot tables
- 4 bags of large marshmallows
- 2 boxes of toothpicks
- A timer
- 4 middle schoolers split into pairs of two
- *Optional:* Fun music to play during the game

HOW-TO

PREP

- Set up your tables in the front of your environment. Leave enough room around each table so that students can circle around them comfortably.
- Place two bags of marshmallows and a box of toothpicks on each table.

PLAY

Select your teams, bring them to the front, and assign each one a table. Put one minute on the clock. On your "Go!" the contestants will stack the marshmallows as high as they can with only the toothpicks to hold them together. After one minute, players must step away from the table, ensuring their marshmallow stack will stand without any assistance. The team with the tallest stack of marshmallows wins. Throw any remaining unused marshmallows into your audience!

Variation: This game can also be played with Small Groups competing against each other. Just be sure to get enough marshmallows and toothpicks for each group to participate.