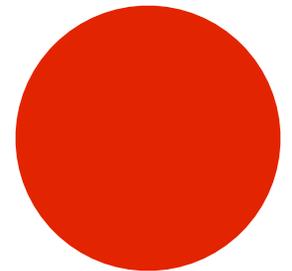
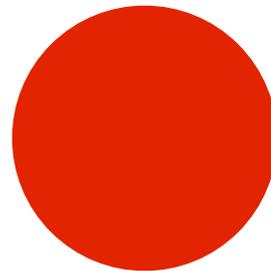
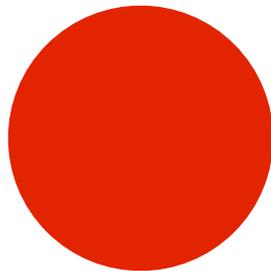
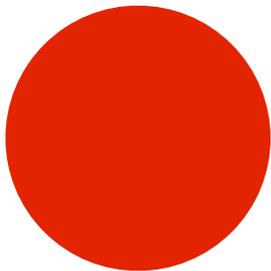
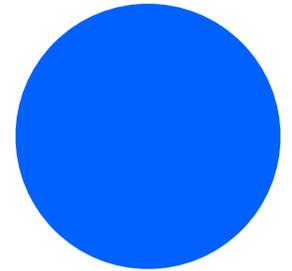
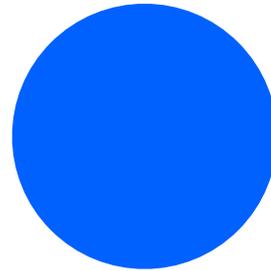
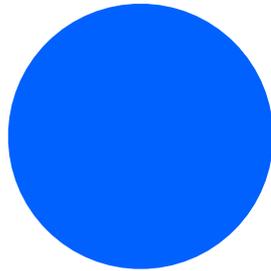
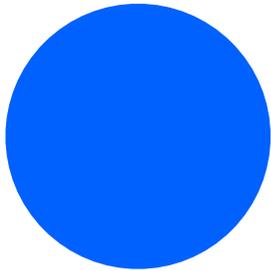


*15 Other Uses for a Twister Mat  
Kids Games & Activities That Use the Popular Game Mat*



# Active Games

## **Bop After Me**

**Kids repeat a pattern given by the opposing team.**

Lay out the mat. Divide kids into two teams. Team one chooses their first individual to challenge a member of team two. Team one's player bops out a color pattern using a foam stick or flexible ruler and the Twister dots (i.e.: RED, BLUE, RED, RED, YELLOW). Team two's player must repeat the pattern accurately for their team to get the point. If they cannot, team one gets the point. Each new pair of kids from opposing teams represents one "round." In Round One, make the pattern 4 dots long (or 2-3 for younger kids). In Round 2, make the pattern 5 dots long, etc.

## **Spelling Bounce**

**Kids will spell using the Twister mat.**

Write the letters of the alphabet on sticky notes and put a sticky note on each circle. Omit Q & X or put them on the same circle and do the same for two other uncommon letters (Z & V perhaps). Have kids use their feet or a foam stick or bat to hit the letters and spell out words you call out. If you have two teachers and two Twister mats, have two teams compete to see how fast they can spell through their word list (correctly).

## **Twister Number Caravan**

**Kids will add numbers using the Twister mat.**

Assign each circle a number (from 2-6; write them on sticky notes and put them on the circles). Four players will play at a time (they may represent four teams so the other children have someone to "cheer" for). The objective is to cross from one side of the mat to the other, stepping only on numbers that will give you the highest total between 15 and 20. Kids will have to add on the fly. They will take turns depending on whose birthday is closest. They may begin on any number (it will be counted as part of their score), but must finish on a pre-determined circle in the last row (assign each a color); the last number will also be counted in their score, so they should try to "save room" for it. They may step anywhere on the mat they can reach in one step, but they may not occupy the same space as another player.

The player with the highest total not going over 20 who has reached their end circle wins the round.

## **Musical Dots**

**Kids will play a Twister version of musical chairs.**

Play music and have kids roam around the mat in any way they like. They may only step on dots. When the music stops, they may take ONE step to another dot in any direction. Spin the Twister spinner. Children who are standing on the color it lands on are "out" for this round. Play and eliminate players until there is one winner.

**Simon Says Twister Style****Kids will play a Twister version of Simon Says.**

This game can be played with up to six players. Lay out the mat. Call out actions for children to perform while standing on a circle (the color of which you specify). For example, "Simon says stand on blue while standing on one foot." As in real Simon Says, if you don't say "Simon says," children shouldn't do what you say.

**Twister Race****Kids will race the length of the mat using the spinner.**

This game can be played with as many kids as you want, but all teams (4: one for each color on the mat) must have equal numbers. If you don't have equal numbers, some teams can have players who play twice (adding "another player").

To play, lay out the mat lengthwise so kids are standing before the column of their team's color. Have a teacher spin the color spinner. The team whose color the spinner stops on may take one step forward. The first team to cross all their players to the other side wins.

TIP: You can also use tokens of all four colors in a bowl that you draw to decide which color goes next. This eliminates spinning, which can get hard on the fingers after a while (and takes longer than drawing tokens).

# Quiet Games

## **What's Missing**

**Kids will see how many objects they can identify as missing.**

Place 24 common objects on each of the 24 circles on a Twister mat. Give kids 2 minutes to study the mat. Then have kids bury their heads or face the wall while you remove up to 6 of the objects. See how many the kids can identify as missing. The one that can identify the most can get a small prize.

## **Beanbag Throw**

**Kids will toss beanbags on the mat, trying to get a high score.**

Give each child a beanbag. Assign each circle on the mat a value (use sticky notes if you want the values to be visible). Kids will take turns tossing their beanbag. They have 5 attempts each. The child with the highest score is the winner.

## **Twisty Talkers**

**Kids will answer get-to-know-you questions.**

For each of the four colors on the mat, create a question category. For example, red could be questions about interests, blue about family, yellow about trivia and green about food. Create a list of questions (six questions for each color, a total of 24). Create a special die (use paint on an existing one or make a paper cube). Paint one side blue, one yellow, one red, one green and leave two white (these are "wild card" sides).

Kids should sit in a circle around the mat and roll both the homemade die and a regular die. The homemade die will determine their category and the regular die the question you ask them. Ask them the question and get to know them!

## **Three in a Row**

**Kids will place tokens, trying to get three in a row.**

Lay out the mat and divide kids into four teams. Give each team several tokens according to the color their team has been assigned. Determine the order of play and let team one place their token (on any circle of any color), then team two, team three and finally, team four. Continue taking turns; the first team to get three tokens in a row (any direction) wins the game.

# Review Games

## **Twister Jeopardy**

**Kids answer review questions using the Twister mat.**

Lay the mat out so colors ascend (all red closest to children, all green farthest away). Assign points values to the colors. Red (closest color) is worth 100 points. Green is worth 400. Divide into teams and form lines facing the board. A player from team one gets a beanbag and tosses it to the board. Ask a question of the team. If they can answer, they get the points associated with the circle their beanbag landed on. If they cannot, team two gets the points and then takes their turn.

## **Board Game Review**

**Kids are the pieces in a board game of review questions.**

Lay the mat out and assign one dot to be “start” and another to be “finish.” Divide kids into teams (up to 4). Each team will pick a playing piece (one of their members). Give each team a color and tie this color ribbon around their playing piece’s head. All playing pieces will stand before “start.” Roll a giant die and ask the rolling team a review question. If they can answer correctly, their playing piece moves that number of spaces.

You may also have one number represent “chance.” If a team rolls this number, a card is drawn from a chance pile and they are told to “take 2 steps back” or “advance 3 spaces,” etc. The first team to get to the end of the board wins!

## **Vote With Your Feet Multiple Choice**

**Kids will vote on answers by choosing a color.**

Prepare several multiple choice questions on a topic of your choice. Assign A, B, C & D to a color (i.e.: A = Red Circles, B = Green, etc.). Ask kids multiple choice questions and have them vote for the correct answer by standing on the correct color.

## **Slap Happy**

**Kids will answer questions and race to be the first to answer.**

Divide children into 2 teams. Have 12 members from each team come and stand on the dots of their team’s colors (each team gets two colors - one team stands on the dots of the two rightmost columns, the other team on the dots of the two leftmost columns). Other children can watch for now.

Place a table at the front of the lines, in the middle of the columns. Place a dot directly in the center. Ask a question of the two children currently at the front of the line. Whoever can put their hand on the dot first gets to answer first. If they get the question right, their team gets the point. Otherwise, the other team gets the point. Rotate the two children to the back of the line and have two new contestants answer a question.

HINT: Questions that take longer to answer (like mental math problems) are best for this game as the children will likely have the answer at different times and avoid hitting hands.

**Fill The Tube****Kids will compete to win a review game.**

Divide kids into four teams. Assign each team a color and lay the mat out so their colors run vertically in columns in front of them. Ask teams questions, beginning with team one. If the team can answer your question correctly, they get to put a beanbag or other token on the first circle in their column. The first team to answer six questions correctly and fill their column wins.