

Creative Builders Host Guide

Ages 5–10 · 4–16 guests · 45–60 minutes · Indoors · No screens



Crews plan, build, test and present. Another crew and the host judge. Everyone earns an award.

CHOOSE ONE MATERIAL FOR EVERYONE

MATERIAL	EACH CREW NEEDS
Cups	30–40 paper or plastic cups, all one size
Bricks	About 150 building bricks, some long and flat
Cardboard	6–8 boxes and tubes (staples removed), masking tape, 4 sheets of paper, kid scissors

Also: pencils, stickers, a kitchen timer, and a shared test kit: paperback book, toy car, small toy, two flat-seat chairs.

PRINT (US LETTER)

Once: guide, Brief Cards, Scoreboard. Each round: a Plan Sheet and a Judge Card per crew (4 per page). Awards: one page per two crews, rounded up.

SET UP

Give each crew a table or 3-foot floor square. Keep only Brief Cards listing your material. Ages 5–7: Easy and Medium cards.

MAKE FAIR CREWS

Guests	4–8	9–12	13–16
Crews	2	3	4

Line up youngest to oldest. Count off forward (1, 2, 3), then backward (3, 2, 1), and repeat. Same number, same crew.

RUN OF SHOW

0–5 min	Welcome, crews, safety
5–18	Round 1: Speed Tower warm-up
18–37	Round 2: drawn brief
37–56	Round 3: drawn brief (skip for 45 minutes)
56–60	Scores, Champion Crew, awards

Each round, in minutes: read 1, plan 2, build (see card), test and present 1 per crew, take apart 1. Last round: keep builds up as a party town.

JUDGING YOUNG BUILDERS

Everyone judges. Scores start at 1, never 0. Judges say one thing they liked first. Write awards during the last build.

- EASIER** Easy cards, 2 extra minutes, an adult reads cards aloud.
- HARDER** Medium and Hard cards, 2 fewer minutes, half the materials, or a silent first 2 minutes.

SAFETY

Nobody stands, sits or climbs on builds or chairs. Tests use a book, toy car or toy, never a person. Ages 5–6 use scissors only with an adult. Only adults use box cutters.



Build Brief Cards

Cut apart. Keep the cards that list your material.



Round 1 is always Speed Tower. In later rounds, one crew draws a card and every crew builds that brief.

 **EASY · 5 MIN**

SPEED TOWER

Build the tallest tower you can. It must stand by itself: no hands, no leaning on walls or furniture.

TEST

Hands off. Count to 10 together. Still standing? Pass!

CUPS

BRICKS

CARDBOARD

 **EASY · 8 MIN**

BOOK HOLDER

Build a tower as tall as your Plan Sheet. It must hold a book on top.

TEST

Lay the book on top. Hands off, count to 5. Nothing falls? Pass!

CUPS

BRICKS

CARDBOARD

 **EASY · 8 MIN**

CASTLE WALL

Build a wall as long as your Plan Sheet, with a tower at each end and a gate for a toy.

TEST

Walk the toy through the gate. Still standing? Pass!

CUPS

BRICKS

CARDBOARD

  **MEDIUM · 8 MIN**

SECRET ROOM

Build a tower with a secret room that hides a small toy until you open it.

TEST

Judges look from every side. No toy showing? Open up. Still standing? Pass!

CUPS

BRICKS

CARDBOARD

  **MEDIUM · 10 MIN**

CAR BRIDGE

Two chairs stand one Plan Sheet length apart. Build a bridge from seat to seat for a toy car.

TEST

Push the car gently across. It reaches the other seat? Pass!

BRICKS

CARDBOARD

  **MEDIUM · 10 MIN**

DOOR HOUSE

Build a house with a roof and a door that opens and shuts. Swinging, sliding and lift-off doors all count.

TEST

Put the toy inside and shut the door. Still standing? Pass!

BRICKS

CARDBOARD

   **HARD · 10 MIN**

SHAKE-PROOF TOWER

Build a tower taller than your Plan Sheet. A toy sits on top, not stuck down.

TEST

The host taps beside it 3 times. Toy and tower still up? Pass!

CUPS

BRICKS

CARDBOARD

   **HARD · 10 MIN**

SKY BRIDGE

Build two towers as tall as your Plan Sheet, a hand apart. Join their tops with a bridge.

TEST

Stand the toy on the bridge. Count to 5. Still up? Pass!

BRICKS

CARDBOARD

   **HARD · 10 MIN**

MOVING PART

Build a gate, drawbridge or elevator with a part that really moves.

TEST

Work the moving part 3 times. Nothing falls off? Pass!

BRICKS

CARDBOARD

Plan Sheet

This sheet is 11 inches tall. Stand it up to measure your build.



CREW NAME

OUR BRIEF

ROUND

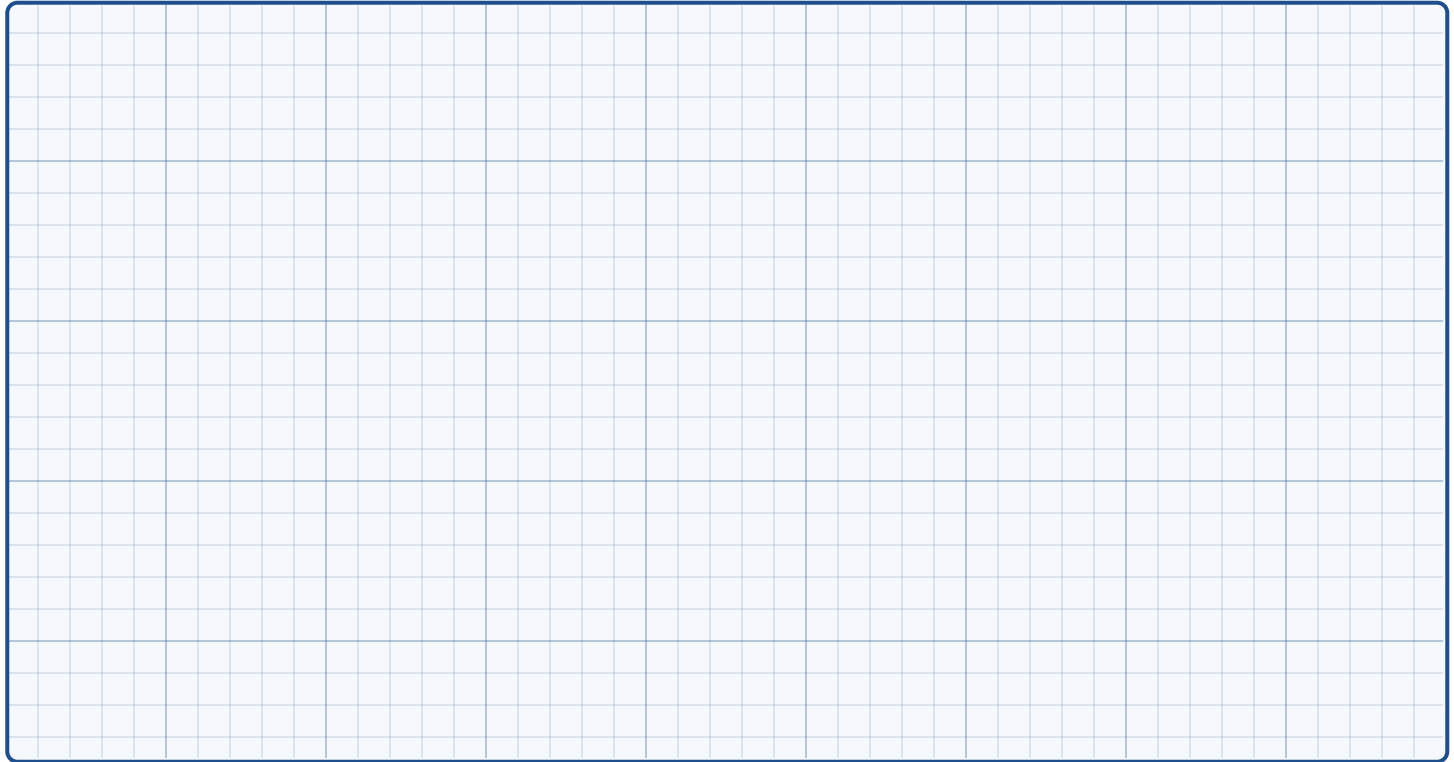
1

2

3

SKETCH BOX

Draw your build. Label the parts.



CREW ROLES

Everyone builds. Your role is your extra job. Swap roles every round.

Fewer than four in your crew? Someone takes two roles.

ARCHITECT Name: _____

Draws the plan and keeps the crew building to it.

BUILDER Name: _____

Leads the building and shares out pieces fairly.

TESTER Name: _____

Checks for wobbles and runs the test at the end.

PRESENTER Name: _____

Tells the judges what you built and how it works.

MATERIALS CHECKLIST

Check everything you will use.

- | | | |
|---|---------------------------------|--------------------------------|
| ☐ Cups | ☐ Bricks | ☐ Boxes |
| ☐ Tubes | ☐ Tape | ☐ Paper |
| ☐ Scissors (ages 5–6: with an adult) | | |

OUR TEST NEEDS

- | | |
|-------------------------------|-------------------------------------|
| ☐ Book | ☐ Toy car |
| ☐ Toy | ☐ Two chairs |

OUR 3-STEP PLAN

1. First we build: _____

2. Then we add: _____

3. Before the test, we check: _____

Judge Cards

One card for each crew, every round. Cut on the dotted lines.



HOW JUDGING WORKS

1. Before each round, the host fills in both crew names. No crew ever judges itself. Judge a different crew each round when you can.
2. Watch the test. If it fails, the crew gets one 30-second fix and one more try. Listen to the Presenter for 30 seconds.
3. Say one thing you liked. Pass the card so every judge circles at least one row. The host circles the Host column.
4. Every row starts at 1: 1 = good try, 2 = great, 3 = wow!
Sturdiness test: 3 = passed, 2 = passed after the fix, 1 = tried.
5. Ties: the higher last-round score wins. Still tied? Add the two Sturdiness test circles on that card; higher wins. Still tied? Share the win.

JUDGE CARD
Round _____

Crew being judged: _____

Judges: crew _____ and the host

CREW JUDGES

1

2

3

HOST

1

2

3

Meets the brief
Sturdiness test
Creativity
Teamwork

1

2

3

1

2

3

TOTAL (host adds all 8 circles): _____ out of 24

Say one thing you liked first.

JUDGE CARD
Round _____

Crew being judged: _____

Judges: crew _____ and the host

CREW JUDGES

1

2

3

HOST

1

2

3

Meets the brief
Sturdiness test
Creativity
Teamwork

1

2

3

1

2

3

TOTAL (host adds all 8 circles): _____ out of 24

Say one thing you liked first.

JUDGE CARD
Round _____

Crew being judged: _____

Judges: crew _____ and the host

CREW JUDGES

1

2

3

HOST

1

2

3

Meets the brief
Sturdiness test
Creativity
Teamwork

1

2

3

1

2

3

TOTAL (host adds all 8 circles): _____ out of 24

Say one thing you liked first.

JUDGE CARD
Round _____

Crew being judged: _____

Judges: crew _____ and the host

CREW JUDGES

1

2

3

HOST

1

2

3

Meets the brief
Sturdiness test
Creativity
Teamwork

1

2

3

1

2

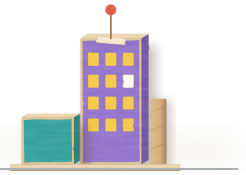
3

TOTAL (host adds all 8 circles): _____ out of 24

Say one thing you liked first.

Scoreboard

Optional: for the host, after every round



BRIEFS WE BUILT

Round 1: Speed Tower

Round 2: _____

Round 3: _____

CREW	ROUND 1	ROUND 2	ROUND 3	GRAND TOTAL
1 _____	/24	/24	/24	/72
2 _____	/24	/24	/24	/72
3 _____	/24	/24	/24	/72
4 _____	/24	/24	/24	/72

Copy each Judge Card total into its box. Playing 2 rounds? Leave Round 3 blank. The grand total is then out of 48.

WHO JUDGES WHOM

Use the crew numbers above. Write the matching crew names on the Judge Cards.

2 crews, every round: 1 judges 2, and 2 judges 1.

3 crews, Rounds 1 and 3: 1 judges 2, 2 judges 3, 3 judges 1.

3 crews, Round 2: 1 judges 3, 2 judges 1, 3 judges 2.

4 crews, Round 1: 1 judges 2, 2 judges 3, 3 judges 4, 4 judges 1.

4 crews, Round 2: 1 judges 3, 2 judges 4, 3 judges 1, 4 judges 2.

4 crews, Round 3: 1 judges 4, 2 judges 1, 3 judges 2, 4 judges 3.

IF CREWS TIE

1. The higher score in the last round played wins.
2. Still tied? Add the two Sturdiness test circles on each crew's last Judge Card. The higher number wins.
3. Still tied? The crews share Champion Crew.

CHAMPION CREW: _____

Every builder still gets a Builder Award.

Builder Awards

Cut on the dotted lines: one award for every builder



Every builder gets one award. Each role has two awards. Give each child an award for a role they had in the last round, so crewmates never match. Print one page for every two crews.

CREATIVE BUILDERS · BUILDER AWARD

ROLE: ARCHITECT



MASTER ARCHITECT

For drawing a plan and turning it into a real build.

Awarded to: _____

Date: _____ Site Boss: _____

CREATIVE BUILDERS · BUILDER AWARD

ROLE: ARCHITECT



WILDEST IDEA

For an idea nobody else dreamed up.

Awarded to: _____

Date: _____ Site Boss: _____

CREATIVE BUILDERS · BUILDER AWARD

ROLE: BUILDER



STEADY HANDS

For careful building, one piece at a time.

Awarded to: _____

Date: _____ Site Boss: _____

CREATIVE BUILDERS · BUILDER AWARD

ROLE: BUILDER



STURDIEST BUILD

For making the crew's build strong and steady.

Awarded to: _____

Date: _____ Site Boss: _____

CREATIVE BUILDERS · BUILDER AWARD

ROLE: TESTER



CHIEF TESTER

For testing carefully and spotting every wobble.

Awarded to: _____

Date: _____ Site Boss: _____

CREATIVE BUILDERS · BUILDER AWARD

ROLE: TESTER



PROBLEM SOLVER

For finding a problem and fixing it fast.

Awarded to: _____

Date: _____ Site Boss: _____

CREATIVE BUILDERS · BUILDER AWARD

ROLE: PRESENTER



STAR PRESENTER

For showing everyone how the build works.

Awarded to: _____

Date: _____ Site Boss: _____

CREATIVE BUILDERS · BUILDER AWARD

ROLE: PRESENTER



BEST CREW MATE

For cheering, sharing and helping the whole crew.

Awarded to: _____

Date: _____ Site Boss: _____