Craft Activity – Paper Cup Slingshot

Tape the Goliath printout to make a cylinder. Place Goliath on a table and continue with the following instructions.

Each player will need a slingshot.

1. Tie a knot at the end of the balloon.
2. Cut off the tip of the balloon (the cut-out portion should be around half the size of the bottom of your paper cup)
3. Cut away the bottom of a sturdy paper cup.
4. Gently stretch the balloon over the bottom of the paper cup. Pull up the balloon as far as possible.

To shoot, simply place a marshmallow in the cup and hold it up; pull the end of the balloon and release.

The marshmallow should fly out of the cup.

Tips:

1. If your balloon does not fit the paper cup very well, you may need to secure it with sticky tape.
2. The more upright you hold the cup, the higher the marshmallow will fly.
3. If you prefer not to play with food items, you may substitute the marshmallows with crushed paper balls, ping pong balls, or anything light and small enough to fit in the paper cups (and that is safe to shoot).

Marker:

Place a coin (alternatively paste a small piece of masking tape) on the floor, around 3 feet away from the table – this is to mark the position where players must stand while shooting at “Goliath” in Round 1.

For Round 2, move the marker to 4 feet away from the table.

For Round 3, move it to 5 feet away, and so forth.

Keep on increasing the distance for each round, until no one can strike down “Goliath” – the game ends here.

Objective

The objective of this game is to score as many points as possible for each round.
Fix the number of attempts per team per round.

For example, if there are roughly 5 players in each team, you may fix it at 15 attempts per team for each round (so each player gets to try 3 times).

Each team forms a line behind the marker.

On “go”, players take turns to shoot once at Goliath while standing just behind the marker.

If “Goliath” falls, set it upright again for the next player.

Pick up your marshmallow and go to the back of the line to wait for your next turn.

Award 10 points each time Goliath falls.

Announce the winner for that round.

For the next round, move the marker further away from the table by 1 foot and start with a clean slate.

(In this way, all teams have equal chances of winning each round).

Continue playing (moving the marker further away for each round) until no one can strike down “Goliath” – the game ends here.