

# **Welcome to the Amazing Race Home edition brought to you by The Grimsby Public Art Gallery and The Grimsby Museum**

Hello everyone and welcome to the **Amazing Race Grimsby Home Edition!** Here are a few things to consider before you start.

Teams: The Amazing Race can be enjoyed as a competition between household members, individually or in teams. All of the activities are also fun to do cooperatively – your choice. Set up your teams in whatever way best suits your household.

Preparations: A few items need to be prepared or gathered before you start. The list for each task is below

## Route info 1

- Cellphone or other digital camera
- Colouring materials and a printer (bonus activity)

## Route info 2

- 2 unsharpened pencils (or relatively straight sticks of similar length), 5 elastic bands, 1 plastic water or pop bottle lid, 1 eraser, a cutting tool

## Roadblock 1 – one of the recipes depending on the weather

- A muffin pan or something similar to hold your chalk, cornstarch, water, food colouring
- Liquid food coloring, Cold water, Squeeze bottles
- For the Hot & Cold Game hide the ingredients in the play area before you start

## Detour 2

- Ice – You can use ice cubes or if you would like to have larger ice pieces you can freeze water in Dixie cups.
- Food colouring, heavy paper or coffee filters
- Bonus activity – Freeze coloured ice cubes to make more abstract art

## Route info 3

- Cookies or crackers
- Finish line (if you want)

## General information:

- This document contains hyperlinks you may want to check them out before you start so that any questions can be answered.
- Please remember to do all the activities safely and within your own household.
- Please remember to respect the environment as you play along. All the recipes are environmentally safe.

Do not forget to document your journey and share it with us! A frame-able Certificate of Competition will be issued by email to participants who share their results with us.

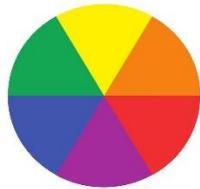
Facebook: grimsbymuseum or theGPAG

Instagram: @grimsbymuseum or @theGPAG

Twitter: @grimsbymuseum or @theGPAG

**Let's Get Started!**

# Ready, Set, **GO!!!!**



## The Rainbow Connection.

Using your cell phone camera (or any camera), choose an area (your living room; your back yard; around your block or in your neighborhood) find and photograph an object in each of the colours of the rainbow.

Red, Orange, Yellow, Green, Blue, Purple (or Violet)



Bonus activities – find a car in each colour. Choose your favourite colour and find 10 objects that are that colour. Use the pictures that you take to make a digital collage. Print them out and make a physical collage. Have a set of pencil crayons, markers, pastels or paints? Find the colours that match your rainbow of objects and use them to colour in a black and white photo from the museum [collection](#). Use them to create your own drawing or painting. Send us images.



### Historic toys

History lesson: The origin of toys is prehistoric; dolls representing infants, animals, and soldiers, as well as representations of tools used by adults are readily found at archaeological sites. The origin of the word "toy" is unknown, but it is believed that it was first used in the 14th century.

Using the instructions provided, make a sling-shot.

You will need

- 2 unsharpened pencils
- 5 elastic bands
- 1 water bottle lid or pop bottle lid
- 1 eraser
- A cutting tool

Instructions

1. Take your two unsharpened pencils and line them up side by side
2. Take one of your elastic bands and wrap it tightly around one end



3. Take your eraser and push it between the two pencils
4. Take another elastic and wrap it above the eraser



5. Take another elastic and cut it once so you will have one long piece
6. Take your bottle cap and make a slice on each side so that the elastic will slide through (Please let a responsible adult do this)



7. Feed the rubber bands through the holes with the band on the outside of the cap



8. Take the elastic that has the cap on it and line up one of the cut ends with the ends of the pencil. Take another elastic and tightly wrap it around the elastic end



9. Do the same on the other side



10. Please be careful what you shoot and what you shoot at. Marshmallows make great ammo. Tinfoil balls are good for knocking over piles of cups

Please follow the link to see the video of how to make this

[Make your own slingshot](#)

Use your sling shot to fire marshmallows or tinfoil balls- target to be adjusted for ammo. How far can you shoot them? Can you shoot one into a bowl? Shoot a marshmallow into your cup of hot chocolate? Yay! You have earned that cup of hot chocolate. Enjoy it. Make a sling-shot for each member of your team. Document the distance each can shoot marshmallows. Make a crown for the Marshmallow King/Queen. Send us a picture. More challenges: what else can you use your slingshot to shoot? What goes the farthest?



[Detour: Traditional games - Make a Hopscotch](#)

History Lesson: Hopscotch began in ancient Britain during the early Roman Empire. The original hopscotch courts were over 100 feet long and used for military training exercises. Roman foot-soldiers ran the course in full armor and field packs to improve their footwork, much the same way modern football players run through rows of truck tires today.



## Road Block: Hot and cold game

**Instructions:** Choose one of the following recipes (depending on weather) and then hide the ingredients throughout the play area. **Task for teams:** find the ingredients and follow the recipe

### Chalk paint (if no snow)

You will need

- A muffin pan or something similar to hold your chalk
- Cornstarch
- Water
- Food colouring

Instructions

1. place 6 teaspoons of cornstarch in each muffin well in your tin.
2. In a separate container, mix 6 teaspoons of water and 6-8 drops of food coloring. Mix until combined.
3. Add your colored water to one of the muffin wells and mix well with the cornstarch. Repeat with the other five muffin wells using different colors. (only have 4 colours of food colouring? Remember you can make purple by mixing red and blue or orange using red and yellow).
4. Paint on your sidewalk or driveway using a wide paintbrush. Always stir well before using as the cornstarch tends to settle to the bottom.
5. Notes:
  - Mixing food coloring with water before adding to the cornstarch is an important step that keeps this paint from dying skin or other surfaces different colors.
  - Always test on a surface before you paint but the colors washed right away on cement. Chalk paint is safe and non-toxic for kids and plants. Use a hose to remove.
  - Remember to stir the paint frequently. Cornstarch settles to the bottom and is thick until it is mixed so stir well.
  - Cover the paint if keeping overnight. Add a little water if it thicken. It is best to mix a new batch rather than try to store it more than two days.

[Click here to Visit the recipe](#)

### **Create your hopscotch and continue to next Detour**

Snow paint (if there is Snow)

Materials Needed:

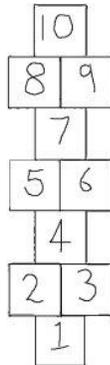
- Liquid food coloring
- Cold water
- Squeeze bottles

Directions:

1. Take the lids off your squeeze bottles and squeeze several drops of each food coloring in a different bottle.
2. Carefully fill up with cold water, not too fast it will bubble over.
3. Tightly place the lids back on and wipe down the bottles.
4. Carefully take the tops off and use to paint in the snow.

*\*food coloring will stain so be careful [Find the article here](#)*

### Create your hopscotch and continue to the next phase



Detour continued –

Rules: Each player has a marker. The first player tosses his marker into the first square (1). The marker must land completely within the square. If the marker lands in the wrong square, bounces out or lands on the line the player loses their turn. Hop over square one to square two and then continue hopping to the end, turn around, and hop back again. Pause in square two to pick up the marker, hop in square one, and out. Then continue by tossing the stone in square two.

If it is Snowy out maybe try **Snop-scotch**

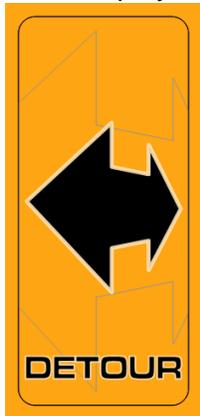
Find a flat patch of snow and draw a hop-scotch board. Using your squirt bottle of snow paint.

Hint: make the square bigger than usual – it is harder to hop in snow than on bare pavement.

Each player starts by making a snowball. This is their marker.

The first player tosses their marker into the first square, hops over it to square 2, then hops to the end and back, picking up their snowball as they return. If the snowball disintegrates or lands on the wrong square, that player's turn is over. The next player does the same thing.

Or each player can draw their own hopscotch grid and make it into a race.



Detour -Ice tricks.

Ice cube, salt, food colouring to create cool patterns. Do this activity on heavy white paper, white fabric or basket style coffee filters flattened out to make abstract art. If you have different colours of tissue paper tear off pieces, place them on your white surface. Place ice cubes,

crushed ice or snow on top and see what happens when it melts. More rainbow activities: make different coloured ice cubes by adding a few drops of food colouring to the water in the tray before freezing. Use these to build structures outside – by themselves or in the snow. When you are finished building leave them on a white surface to melt. More abstract art!



Roadblock – Name 10 games that are NOT Video games (Board games, game shows, outside games) once complete move on.



Route information –

**Final Task** – Face the Cookie –Minute to win it game (Old Gameshow from 2010)– Take a cookie or cracker and place it on your forehead try to get it in your mouth using only your facial muscles. No Hands! Get two cookies in your mouth to move on! [Minute to Win it example here](#)

History Lesson: Game shows date back to the invention of television as a medium in the late 1930s. The first television game show, Spelling Bee, as well as the first radio game show, Information Please, were both broadcast in 1938. On most game shows contestants answer questions or solve puzzles to win. Players are usually rewarded with prizes such as cash, trips or goods and services provided by the show's sponsor. During the late 1950s, high-stakes games such as Twenty-One and The \$64,000 Question began a rapid rise in popularity.

End

Jump up and down and cheer OR run to the finish line!

You did it! Well done! Thank you for taking part in the Amazing Race Grimsby Home Edition. The Grimsby Public Art Gallery and The Grimsby Museum would like to thank you for having fun with us on this Family Day Weekend.

Please remember to keep an eye on the [Grimsby Public Art Gallery](#) and [The Grimsby Museum](#)'s websites and social media for more great activities and information!