

Recycling fun and games

Sometimes the fun is homemade. If you can reuse something in the process, all the better!

Biloquet *Biloquet is an ancient cup 'n ball game. Make one yourself with a detergent scooper.*

DIRECTIONS:

1. Make a slit in the front of the laundry scooper (the side opposite the handle) and slide the ribbon through. Knot the ribbon inside the scoop, so it doesn't slide through the slit.
2. Wad a piece of paper into a small ball. Wrap with a few rubber bands. Tie the loose end of the ribbon around the ball. Continue wrapping with rubber bands until the ball is the size you want.
3. Now, holding onto the handle of the scooper, try to flip the ball into the cup. You can make your ribbon longer or shorter by adjusting the knot on the inside of the scoop.



SUPPLIES:

- 1 detergent scooper (the kind that comes in a box of dry detergent)
- A string or ribbon, about 12 inches long
- 1 big bag of rubber bands

Puzzle pot

Eye-catching cereal boxes make colorful puzzles. Here's a homemade puzzle game you can play with a friend.

DIRECTIONS:

1. Cut out the front panels of several cereal boxes, then cut each panel into pieces (start with just a few pieces, cut these into smaller pieces as you get better at the puzzles).
2. Put all the pieces into a big pot.
3. Without looking, take turns picking puzzle pieces from the pot. See who can assemble an entire puzzle first.



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Can Can toss

Save those cans of cat food! (Tuna cans, or any small cans will work.)

DIRECTIONS:

1. Have an adult help you clean a number of small empty cans and tape the edges, if necessary, to make them safe.
2. Decorate the cans and glue them onto a sturdy background (a heavy piece of cardboard or plywood) in any arrangement you like. (Make a fun design.)
3. Assign a score to each can (2 points for the can closest to the player, for example, and 10 points for the hardest to reach).
4. Place the board on the floor and mark a place where players must stand.
5. Toss coins or buttons into the cans to score points. For math fun, try to score the closest to 10 without going over. Or toss dice into the cans and score the points of the target times the number on the dice.