

GAME 1

Color Mixing Challenge

Closest color match wins

Participants 5 per team

Time 2 minutes per team

Type Color mixing

OBJECTIVE

Each team is given a fixed palette of base colors and a target color sample. Using only the provided colors, the team must mix paints to reproduce the target color as closely as possible within the time limit.

HOW IT WORKS

- 1 Each team is shown the same palette of base colors (e.g. red, yellow, blue, white, black) and a sealed target color swatch revealed at the start of their turn.
- 2 The 2-minute timer starts. Both participants work together — one can mix while the other tests on swatch paper.
- 3 At the buzzer, the team presents their mixed color on a white card or swatch sheet. No further adjustments are allowed.
- 4 A judge (or the group) compares all teams' swatches side-by-side against the target and ranks them visually.

SCORING

1st place

Closest match to target

2nd place

2nd closest

3rd place

3rd closest

4th place

Furthest from target

Facilitator tip: Use acrylic or gouache paints for clean mixing. Prepare swatch cards in advance. If judging is contested, place all swatches on a neutral gray background under the same light.

GAME 2

Paint from Memory

Remember what you saw, then bring it to life

Participants 5 per team

Time 30s preview + 3 min painting

Type Memory + coloring

OBJECTIVE

Teams are briefly shown a fully colored image, then must reproduce its colors from memory onto the same image's outline. The team whose final painting most closely matches the original — in color, placement, and overall feel — wins.

The twist: teams see the answer first — but only for 30 seconds. After that, the colored image is hidden and they work from the outline alone.

HOW IT WORKS

- 1 The facilitator reveals the fully colored reference image to the team. All 5 participants study it carefully for exactly 30 seconds — no photos, no notes allowed.
- 2 At the 30-second mark, the colored image is hidden or turned face-down. The team is then handed the same image as a blank outline only.
- 3 The 3-minute painting timer starts. The team works together to fill in the outline using only what they remember — colors, shading, and details.
- 4 At the buzzer, brushes down. No further painting is allowed regardless of completion.
- 5 The original colored image is revealed again and placed next to each team's result. Judging compares all paintings to the original.

JUDGING CRITERIA

Color accuracy	How well the colors match the original reference image
Coverage	How much of the outline is filled within the time limit
Neatness	Staying within the outline boundaries
Overall likeness	How close the final result feels to the original

SCORING

1st place Closest to the original	2nd place Strong but not top	3rd place Partial match	4th place Least accurate
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Facilitator tip: Make sure the reference image is only visible during the 30-second window — cover it or flip it immediately after. All teams should view the image under the same conditions. The reveal at the end (placing the original next to each team's painting) makes for a great crowd moment.

GENERAL TIPS

- **Tie-breaker:** If two teams are too close to call, a crowd vote works well as the final decider.
- **Image choice for Game 2:** Pick a recognizable image with distinct color regions (landscape, animal, food) — easier to judge and more fun to reveal.
- **Simultaneous play:** Running all teams at the same time adds energy and lets teams see each other's progress.
- **Lighting:** Ensure consistent lighting across all stations so color comparisons are fair for both games.