

Marshmallow Challenge

Facilitator Instructions

The Marshmallow Challenge is a super fun exercise that encourages teams to learn how to collaborate together and to expand on their innovation and creativity.

The goal is simple: In 18 minutes teams must build the tallest free-standing structure out of spaghetti, tape, string and one marshmallow. The marshmallow needs to be on the top.

FACILITATOR INSTRUCTIONS

Step 1: Purchase Materials for Challenge

- 1 bag of marshmallows
- 1 package of uncooked spaghetti
- Masking tap
- String
- Large envelope

Step 2: Assemble the Kits for Each Team, Each Team Kit Should Contain the Following

- 20 sticks of spaghetti
- 1 yard/meter of masking tape
- 1 yard/meter of string
- Scissors
- 1 marshmallow

As the facilitator also make sure you have a measuring tap and stop watch

Step 3: Deliver Clear Instructions to all the Participants

- Read out intructions to participant from the Participant Rules sheet

Step 4: Begin the Challenge

- Start the music and timer at the start of the challenge
- Enjoy walking around the room to see how the structures are being put together and see if there are any teams that are building in a similar way
- Keep reminding the groups of how much time is left in the challenge and a run down on how each team is doing so others can check out other progress which will help motivate the teams
- Remind teams that you cannot hold the structure or they will be disqualified

Step 5: Finish the Challenge

- After the clock runs out have the teams sit down next to their structures
- Measure each structure starting from the shortest to the tallest. Call out each height as you measure
- Identify the winning team and make sure they get a standing ovation and prize (if you have offered one)
- Tie back to how the game was played to any lessons you are trying to teach / identify and correct

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Participant Rules

PARTICIPANT INSTRUCTIONS

- The object is to build the tallest freestanding structure: The winning team is the one that has the tallest structure measured from the tables surface to the top of the marshmallow. The structure cannot be suspended from the ceiling or chandelier
- The entire marshmallow needs to be on top of the structure. Cutting or eating part of the marshmallow will disqualify the team
- Use as much or as little of the kit
- Teams are free to break up the spaghetti, string and tape and can use the scissors to cut the string
- All teams will have 18 minutes to complete the challenge. Teams are not allowed to hold on to their structures when the time runs out. Any team that holds the structure to support it will be disqualified