A magnetic fishing game
Tie a strong magnet to a string several decimetres long. Attach the string to a short fishing rod or stick. Spread a variety of small objects made of iron on a table behind a screen. Nails, tacks, screws, bolts, nuts, thumb tacks, etc., may be used. To each of the objects assign points, 5 for a large nail, 4 for a screw, 3 for a bolt, etc. The players take turns fishing over the screen with the magnet, and the score of each player is determined by what he picks up with the magnet.