

Huge List of Game Ideas

Active Games

Ankle Balloon Pop:

Give everyone a balloon and a piece of string or yarn. Have them blow up the balloon and tie it to their ankle. Then announce that they are to try to stomp out other people's balloons while keeping their own safe. Last person with a blown-up balloon wins.

Barnyard Animals:

Have everyone given a slip of paper, which identifies them as a certain animal. Turn out the lights (maybe), then have everyone mill around on their hands and knees making their appropriate animal sounds to form groups of that animal. At time the group with the most assembled wins.

Blind Man's Bacon:

Like steal the bacon except have each team blindfold their person who crawls to a squirt gun or water bottle by directions shouted by their team and then tries to squirt their opponent again with directions from their 20 team. Points are only given if the opponent has not crawled back into their "safe" zone. Move the squirt bottle around while the individuals are being blind folded.

Bill Exchange:

For this game, you need to make your own money on your computer (careful- it might be a federal offense). Give each person 10 of the bills. They are to try to win as many as possible from their peers by challenging them one on one doing one of three things: thumb wrestling, rock, paper, scissors, or flipping a coin. You must accept any challenge. All games are sudden death (not two out of three).

Blind Shoe Grab (Cinderfellas):

Arrange chairs in a circle. All of the Cinderellas (girls) in the group select a chair. The Prince Charmings (boys) each pick a girl and kneel in front of her. He removes her shoes and holds them in his hand. Then the girls blindfold the guys. The leader calls for the shoes and they are thrown into the middle of the circle. On the signal, the guys crawl to the center and attempt to find their Cinderella's shoes. The girls can only shout out instructions to her prince. After finding the shoes they crawl back to the girls and put shoes on right feet.

British Bulldog:

This is a good game to release a lot of energy. Divide into two teams and have them each get to one side of the room, divided by a line down the middle. The object of this game is for teams to try to convert members of the opposite team to their own team. How? Easy. A team member runs to the opposite team's side and tries to lift an opposite team member into the air. While lifting the opposite team member you must yell "British Bulldog." If done successfully you both have free walk back to the lifter's original side, which just gained a new team member. While on the opposite team's side, you, of course can be lifted as well and converted to that team (if not on a free walk back). Winning team is the one that gets everyone.

Bug Collecting:

Buy a bag or more of those little plastic insects and scatter them around the room. Give each person a flashlight. Turn out the lights and have them try to find the bugs. This game could be called "Animal Safari" if you used little plastic wild animals.

Busted:

Divide group into equally numbered teams. You can play this with two teams or two hundred teams, it makes no difference. For each team you will need to assign them a color that you can find balloons to match. Beforehand you will need to blow up an equal number of balloons for each team, the more the better the game. You will also need to acquire some Ping-Pong balls. With the Ping-Pong balls you will write letters on that spell out a word. You will take the balls and put them into some of the balloons (one word for team) as you are blowing them up. It is a good idea to use a common long word like Baseball or Dinosaur. You may use the same word for all teams, different words, the words can connect, it is up to you. Put all of the balloons in the middle and mix them up. Scatter the teams so that each team is an equal distance away from the balloons. Have the teams line up. The game kind of works like a relay in that once you say go, the teams will send one player to the middle to retrieve one of their balloons, when they return, another player from the team may go, etc. As the team gets balloons, they will pop them to find a Ping-Pong ball (or perhaps no Ping-Pong ball). The team that correctly spells out the word first wins. In warm weather, this game would make a great pool game.

Cat Tails:

You will need some strips of cloth (approx. 2-3 ft of fabric, cloth, plastic, cord etc...) for everyone who plays. The game is simple. Have everyone tuck the strips into the back of their pants or shorts so that approx. 2 feet of excess strip is left hanging. (Note this works great with young children as well). The object of the game is to pull all the other players tail off. The last one standing with their tail is the winner. Have everyone run with their hands on their head-except when grabbing a tail. This prevents people from blocking and makes them look pretty funny.

Catch the Dragon's Tail:

(Good game for picnics or big gatherings. There is no winner or loser.)

Number of players: 10-30 kids

Playing Site: Large open area

Items needed: A large scarf or handkerchief

Time: 15-45 minutes

Object of the game: The first person in the line tries to catch the last person in line. All the players line up and put their hands on the waist of the person in front of them. The last person in line tucks one end of the scarf in his back pocket, belt, or waistband. The first person in line tries to grab the scarf. When the "head" gets the "tail", he dons the scarf and becomes the new tail. The person second in line becomes the head. Variation: Form two or more teams, each being a "dragon" trying to catch the others tail.

Clusters:

Have the group mill around, call out a number. People have 30 seconds to be found in a group of that number. If you called out 3 then groups of 2 or 4 will be eliminated. Groups can steal a person from another group, or defend itself against an interloper who would attach and disqualify all of them.

CPW (cotton projectile wars):

Divide into two teams and give each member a straw and a pile of Q-tips. One team member from each side sits on their side of the room on a chair with a paper cup on their head. The object is to knock the opposite team's paper cup off the person's head by blowing the Q-tips through the straws. No blocking Q-tips by anyone during the battle.

Criss Cross:

Divide into 4 teams. Send each team into a corner. The object of the game is to see which team can get to the opposite (diagonal) corner the fastest using the designated method that the leader calls out (eg. if the leader calls out "hopping," the teams must hop to the opposite corner). This will create quite a "bottleneck" or "traffic jam" in the middle each time. Keep score of which team wins each crossing. First team to 5 wins.

Good Crossing Methods: Hopping, Wheel barrel (one person holding a partner's legs while they walk on hands), Crab Walk, Sprint, Backwards, walk, Skipping, Crawling.

Do You Love Your Neighbor?

You need chairs for this game. Have everyone sit in a circle. There should be one less seat than there are people, and the extra person stands in the middle. The person standing approaches someone who is seated and asks him, "Do you love your neighbor?" The seated person can answer two ways. If he says, "No," then the people seated directly next to him have to switch seats as quickly as possible so that the standing person doesn't get one. If he says, "Yes," he

must add a qualify statement such as, "But I don't like people who have blue eyes." Anyone who matches the description must get up and find a different seat. Whoever is left standing is then the "asker."

Drip, Drip, Drop:

Just like Duck, Duck, Goose except with a cup of water that the person drips, drips, drips then drops on the person they want to chase them around the circle!

Electric Fence:

For this game, you need two poles and a piece of rope or string. The rope is tied between the two poles, about four feet off the floor. You can divide into teams, or, I recommend that you do this as a group (great activity to make a group work together as a team). The object of the games is for the entire team to get over the "electric fence" (the rope) without getting "electrocuted" (touching the rope). Each team member goes one at a time, with or without help from his or her teammates. What makes this game interesting is that even though one player goes over the rope at a time, the other team members can help any way they want. Once a person is over the fence, however, he or she must stay over the fence and not come back around to help anyone. So the last person each time must somehow get over the fence without help from the other side. This game requires lots of teamwork and cooperation. If you do this with multiple teams, competing with each other, have them each send one member over at a time. You can start with a low rope and make the rope higher and higher each turn. Teams can be eliminated entirely if one person touches the fence, or you can eliminate individual members only as the rope gets higher and higher. Make sure your teams are evenly divided according to height, age, and sex.

Elf Defense:

SUPPLIES NEEDED: two different colored balloons, 25 to 50 of each for two teams of play. Form two teams of elves. Each team must defend its treasure (a pile of balloons) while attempting to steal or destroy the other team's treasure. Use one color of balloons for one team, and another color for the other team. Designate a time period (five to 10 minutes) to play the game. When the time ends, each team's unpoped balloons count 100 points each. Stolen, unpoped balloons count 200 points each.

Encore: This is a simple game that tests kids ability to think fast. Divide into teams (usually divide into girls and guys for good competition). Yell out a word that is commonly found in songs (love, road, river, girl, baby, need). The teams must sing a song in unison (together) using that word. The first team to do it wins a point.

Getting to Know You:

You need a wide blanket or canvas to play this game. Divide the kids into two teams. Put two chairs (one for each team) about 2 meters apart facing each other. Assign two people who will

hold one corner of the blanket such that the blanket is in a vertical position. This will prevent whoever sits in each chair from seeing the one sitting on the other. Each team will assign somebody per turn to sit on each chair. At the count of three the 2 people holding the blanket will release it causing it to fall down and reveal who is sitting on the chairs. The two-people sitting on the chairs will immediately say the name of the one opposite them. The first between the two who names the person opposite him/her scores a point.

Gorilla Man Gun:

This is the same as rock, paper, and scissors. The gorilla takes man, man takes gun, and gun takes gorilla. Winners take losers to their side.

Grocery Bag Yoga:

You take a regular paper grocery bag and set it in the middle of the floor with the kids all around it in a circle. The object is for each youth to try and pick it up by their teeth while standing on one leg and NOT touching the floor (if you touch the floor or fall, you're out!). Once they do it, they tear off the piece that was in their mouth. Then the next youth goes. Now, after so many go, the bag gets shorter and shorter. Eventually, they realize that they can tear a big piece or small piece! The bag ends up getting so short kids lose their balance and fall.

Ha Ha Game:

Get everyone to lay down on the floor next to each other in a line. The first person in the line say's "ha", the second "ha ha," the third "ha ha ha," and so on. You can never get to the end of the line because everyone starts laughing. You can also line up two lines of people and do it as a race.

Hannah's Game:

Each player writes a name on a slip of paper and then passes it to the judge. After the judge receives all the slips, he mixes them up and writes the names on the board. The judge picks a person to start. The person (Frank) chooses someone in the game and guesses what their name might be. "Bob", I think you're Cinderella." If Frank is correct, Bob in now on Frank's team. Later, if Frank's name is guessed, both Frank and Bob join the other's team. Frank continues to guess people's names until he guesses wrong. The last person he asks now gets to guess. Play continues until all but two players have been guessed. The winner is the player with the most people on his team.

Human Christmas Tree:

You can play this as an up-front game or, if you have a small group, just divide your group into teams. Have as many teams of 3 or 4 as you want. Designate one person "the Christmas tree," and the other team members "the decorators." Each decorator has a bag full of Ornaments,

lights, any Tree decorations. Give each team 5 minutes to decorate partner, when finished turn off all the lights and plug in Christmas Trees. Student lights up like a tree.

Human Scrabble:

Break the youth up into groups of about 10. Give each person a sheet of paper, marker, and a piece of tape. Have each person write a letter of the alphabet on the paper and tape it to the front of his or her shirt. Now give the teams 4 minutes to come up with as many words as possible using the letters on their chests. Minimum 3 letters per word. Give each team 2 points for each letter used and an additional 5 points if it is a biblical word. The team with the most points wins.

Human Snowball:

Shred a bunch of paper and spread it on the floor in an empty room or corner of your youth room. Split the youth in two teams and give each team a roll of duck tape. Have each team select one member to be the "snowball". Give them 2-3 minutes to wrap that person in duck tape with the sticky side out (this isn't easy). Once they are wrapped up, let two members of each team take their snowball person into the room full of paper and give them one minute to roll that person around on the floor. The team that makes the biggest "snowball" wins.

Invention Convention:

All you need is a bunch of junk! Get a special trash bag and label 'for game'. Have your staff and parents collect a bunch of their old junk (empty cans, broken appliances, boxes, empty toilet paper, tubes, etc.). Then, when you are going to play, assemble the kids in groups. Give them each a little bit of trash and one roll of duct tape and some paint. They have five minutes to create the weirdest, funniest, artistic sculpture out of the junk.

Jail Break:

Two teams (sometimes played leaders against students). The leaders try to catch the students and put them in prison. In the gym (or main meeting room) area the leaders can catch students by hitting them with something like a nerf ball. Outside the gym, however, the leaders need to actually tag them. Here is where it gets tricky: leaders Can ONLY run in the gym. They are free to run as fast as they want anywhere they want in the gym, trying to protect a designated jail in the gym. Outside of the gym the leaders are very robot-like. They have to walk AND they can only turn if they touch a wall or come to the edge of a designated boundary/perimeter. Leaders have to strategize and maybe use three leaders to trap one student. 26 Prison: students go to prison if they are hit with a nerf ball or if they have been tagged. Students can get free only when another student touches the prison. Watch-out - once you are free the leaders can throw balls at you. Always make the prison in the gym. Make sure the students know you cannot run outside the gym. Make sure the leaders know they cannot turn in any direction outside the gym

area unless they touch a wall in front of them or come to the edge of a designated boundary/perimeter. Lights are on in the gym and off everywhere else.

Keys:

Everybody sits in a chair but one person. The chairs are scattered all over the room. The person standing has a set of keys in his hand. With his other hand he grabs someone's hand. This person gets up and follows the leader who weaves in and out of the chairs in the room. The person who has gotten out of their chair then grabs someone else's hand that grabs another person's hand. This keeps going until the leader drops the keys on the floor then everyone standing runs and sits in a chair. The person left standing is the new leader. Playing music really adds to the fun of this game!

King Elephant:

This game is in addition to the rules of Silent Animal Game. We call it King Elephant because the object is to go around the circle until we get to be King Elephant. The game is the same that you have animal symbols and as you move a chair you become a new animal. We try to put animals in order of the food chain, ie. after elephant, we have lion, tiger, bear, crocodile etc. down to snake, bird and worm. Worm is just a single finger bent and wiggling. We also include a clapping beat to go with the game that King Elephant controls and can increase in speed. We clap twice palms down on our knees and I clap with hands together. On the last clap is when the participant does their symbol. For example: knee clap, knee clap, hand symbol (ie. worm wiggles finger), knee clap, knee clap, another symbol (ie. two hands come out like claws for bear) then the bear person does the same not missing a beat, knee clap, knee clap, bear symbol, knee clap, knee clap, next symbol. Same as the other game, if the participant makes a mistake, they become the worm and everyone moves up. Object is to try to be king by knocking out anyone in front of you.

Some examples of animals that we use:

Bird - two hands together with thumbs locked, flying like a bird

Chicken - hands under armpits and arms flapping

Crocodile - arms extended with one hand facing down, other up, clapping together Bear - two hands out like claws

Tiger - hands with fingers spread apart placed on cheeks to look like stripes

Lion - hands above head and connected like a circle - just looks big I guess Raccoon - index

finger and thumbs together like a circle and put in front of eyes Snake - make a snake movement with one out-stretched arm

Giraffe - one hand up above head fully extended with hand bent at wrist

Rooster - palm facing to left or right, brought to forehead

Monkey - pull ears out from head with hands

Beaver - bring to fingers bent to mouth like big teeth

Worm - wiggling one bent finger

Elephant - one arm extended away from nose, other arm wrapped around and grabbing the nose (hardest one to do, thus challenging to try and stay King)

Long John Stuff:

This game requires teams of 6 or 7 be chosen. The number of teams depends on the number of kids present. Once the teams are chosen, litter the floor with dozens (or hundreds) of deflated balloons. Then give each team a full pair of long johns (or union suit). The team then decides who will wear them over their clothes. It works to their advantage to find the wiriest person for this part, (although you'll need to be careful to not make weight an issue). Once the long johns are on, the leader of the game does or says something to officially begin the game (a cap pistol, the word "go", etc.) The object is for the team members not in long johns to begin inflating balloons, and stuffing them into the long john pants and tops. Decide on a time limit that will officially end the inflating and stuffing portion of the game. Each team is then featured one-by-one as they are given a pin to begin popping each balloon--counting out loud as they do. The balloons are popped through the clothing. Ultimately, the team with the most number of popped balloons is the winner.

Landmines:

Materials needed, blindfolds, Water balloons (can be substituted by Styrofoam coffee cups, or various other dry things for inside use), and students. Set up the minefield by randomly placing the water balloons in a marked section of ground (a concrete slab or basketball court work well for this. grass also works, but you will need to set boundaries). Put your students into groups of about 4 or 5. Give each team a blindfold. Put the blindfolds on one member of each team. The point of the game is for the team to get across the minefield with the fewest casualties the fastest. If a person touches a mine he/she is out (if it bursts water on them, it just makes it more fun). The team members must be their eyes and tell them which way to go. The blindfolded people crossing the field must stay within the set boundaries, and only one person per team may be on the minefield at a time (so they can't lead them by touch). Team members help each other by shouting directions. Works best if mines are close together and if teams are close together. Sponsors may yell out random directions to try to throw them off. The trick is (don't tell the kids this till after it's over) for the person in the minefield to pick out a certain voice and listen to that one voice.

Mummy Wrap:

Pick three groups of three people each. Give each a roll or two of toilet paper. Make sure you give each team the same amount. Two people wrap up (like a mummy) the third person in the group. The object of the game is to: See who can wrap up their "mummy" first or who is the most creative in "mummifying" their person. You may wish to add a few other objects into the

game (Q-tips, toilet paper rolls, etc...) to aid in the "artistic expression possibilities". You could have the crowd vote or the staff. You need 3 or 6 rolls of toilet paper.

Musical Squirt Gun:

Have a group of 6 or seven up front. A loaded squirt gun is passed around until the music stops or until the leader says, "Stop". The person who is holding the squirt gun at that time must leave the game. But before he leaves, he may squirt the person on his left twice or on his right twice or once each. The last person is declared the winner. The gun must be passed with two hands and received with two hands (otherwise it will be frequently dropped and will break). It is best to have a second loaded squirt gun on hand to be substituted for the empty one. An assistant can refill the original gun, while the second one is being used. Be sure to emphasize that only two squirts are allowed, or you will be continually refilling the squirt guns.

Musical Tape:

This is just like musical chairs, but with more versatility and you don't need chairs! Begin by giving each player a 6-8" strip of sticky tape. You can use duct tape, masking tape, etc., just make sure it doesn't leave residue when removed. Ask them to fix it anywhere on the floor. While introducing and explaining the game, remove one of the strips. Tell the youth that they are to move around the room while the music plays, but as soon as the music stops they must place a foot completely over the tape. If some of the tape is visible, the spot may be stolen. One player will be eliminated. With each round another strip is removed until it comes down to the final winner. Because the duct tape is placed randomly, this game is different each time it is played. The choice of which strip to remove will greatly affect the strategies the kids must use to win.

Newspaper Name Nail:

Have everyone sit in a circle or something as close as you can get. Then, have each person give their name and make sure each name is clearly said so that all others can hear it. After going through the names once or even twice, have someone start in the middle by asking someone to call the name of someone in the room. The person in the middle proceeds to find the person and try to whop 'em with a rolled up newspaper (or pillow) before that person can say both their name and someone else's name in the room. If they get whooped before they can say their name and someone else's name, they are now "it". Also, if the person whose name is called fails to say both their name and another person's name, they will have to be it. The person who is in the middle takes the place of the person they whoop. This helps people learn each other's name and mixes kids around with each other. Items needed: Rolled up newspaper or pillow (pillow is actually preferable).

Play-Doh Snow Man:

We did this for one of our Youth's Christmas Parties. Divide group into teams made up of about 3-5 people. Give them each a couple of cans of Play-Doh (or divide cans up between teams). Have each team come up with their best "snow man". Have a couple of judges prepared to judge the finished products. You can have one winner or you can make up a couple of categories, such as, "Most Creative" or "Biggest Snow Man", etc.

Plunger Head:

In most hardware stores, you can buy the pink plunger part separate from the stick. So get two plunger ends for every stick. Put one plunger end at each end of the stick. Tie a tennis ball by about 2 feet of string to the middle of the stick. Put your group into equal teams. Have them run a relay to the end of a determined length in pairs. Each member has to put a plunger end on his forehead and together they have to wrap the tennis ball around the stick without using their hands (other than to hold the plunger to their heads). When they get it wound, they drop it, run back and tag the next group who then has to UNWIND it in the same fashion.

Pole/Pole (Can/Can):

Find something to use as a freestanding pole (garbage can works too). Circle around it while holding hands. The rules are simple. If you touch the pole or the pole touches you in any way, you are out, and if you break hands with the person next to you, you both are out. The last person standing wins. Can be played in teams with alternating people in circle holding hands.

Poop Deck:

Mark off 3 parallel zones: poop deck, main deck, and quarterdeck. The main deck is in the middle. Call out a deck name. The last person to get there is out. Call out the name of the deck everyone is in and eliminate everyone who steps out. Call out a new deck before people have gotten to the first one. Mix it up. Wind up with a winner, the most athletic or the most careful listener.

Poor Little Kitten:

Everyone sits in a circle. One person is the "Poor Little Kitten", and stands in the middle of the circle. He must then go to any person in the circle and kneel down in front of them and meow the saddest "meow". The person sitting must then say "Poor Little Kitten" and pet him on the head without laughing. The "Poor Little Kitten" has three chances to make the person laugh. If the person sitting laughs he becomes the "Poor Little Kitten".

Protect the President:

For this game all you need is a volleyball-sized Nerf ball. All the kids stand in a wide circle with two people in the middle. One person in the middle is the President. The other is the Bodyguard. The people in the circle have the Nerf ball, and throw it at the president. The

bodyguard may do anything to block the ball with his body jump, squat, dive, etc. The ball may NEVER touch the president. If the ball touches the President at any time, the person who threw the ball (or the last person to touch it) then becomes the Bodyguard, the Bodyguard becomes the President, and the President goes back into the circle. What makes this REALLY exciting is that from the moment the President is hit, the new President is vulnerable the transition is instantaneous. The new bodyguard must be fast at getting into the circle to defend him or her. This sometimes makes Presidential Turnover pretty quick, but it's exciting. This game is EXHAUSTING, especially if the people in the middle are good. Be ready to sweat if you play. One strategy for the "shooters" is to pass the ball around the circle and keep it moving to wear the people in the middle down. They'll eventually tire and the president will get hit. As the kids get more experience at the game, they will develop strategies and tactics, and will thoroughly enjoy themselves.

Pull Across the Line:

Same object of the game as British Bulldog, but you can't cross the centerline and you convert people to your side by reaching over the line and pulling them to your side. Variation: Have someone sit down if they are pulled across

Real Identity:

Everybody is in a circle. Everyone takes a turn saying their name and something about them (example, "Hi, I'm John and I play football"). The next person needs to say the previous person's name and item of interest before saying their own (example, "He's John, he plays football and I'm Mary and I torture small animals."). As this game moves on, people need to remember more and more information. With bigger groups you can have them only repeat the names to save time.

Ro Sham Bo Train:

Everyone grab a partner. Rock paper scissors- if you lose you go follow behind the person that beat you and they will do it again with another pair. Keep this up. A large train will build behind the people that keep winning- eventually someone will have everyone behind him- he or she wins.

Safe Golf:

This is a great activity to kill time at the beginning of an event- it can be done indoor or outdoors . . .although it works best with a good amount of space. The same as driving a regular golf ball, the only difference is you use marshmallows. See who can hit them the furthest distance. It is safe where there are people around and fun for all ages.

Sardines:

This game is kind of a reverse "hide and go seek". Turn out all the lights. Have one person go hide. Everyone else is "it" and looks for this person. As soon as one person finds the person hiding, he or she hides with the person. Now there are two hiding. As soon as someone else finds them, that person hides with them. You end up with a bunch of people packed like "sardines" in one hiding spot with one poor person trying to find everyone.

Shoe Toss and Find: You have everyone in large circle. Everyone sits down. Everyone takes off his or her right shoe. You then pass the shoe to the person on your right (you always get a large number of kids making fun of smelly shoes). You then pick one unsuspecting leader to go stand in the middle. You then tell the person holding the shoe to gently toss it into the middle where the leader is standing. You then instruct the kids on the count of 3 or toot of a whistle to run and get their shoe, return to the circle and put it on. When they are almost to the shoes, turn the lights off, wait a few seconds then back on for about 5 seconds then off and repeat until all shoes are recovered.

Shuffle your Buns:

This game requires at least a good handful of people and a chair for everyone. Have everyone sit in a circle. Then select a person to go into the middle. When you say, "go" they are to try to go back to their seat. Everyone slides their tush (shuffles their buns) over to block the person from sitting in the empty seat. The person will end up running around the circle trying to get to the rapidly moving empty seat. If he sits then the person on his or her left is the person who has to go in the middle.

Sock Ball:

NEED: circle of chairs, of no less than 15 people 2-4 people standing in the middle 3-4 long socks with tennis balls in the end. Those sitting in the circle toss the sock balls to each other (usually very hard throws) and try to keep those in the middle from catching them (more fun if you can bounce it off someone in the middle). If they catch it then the thrower goes in and the runner sits down (even if it falls to the ground and is picked up). The people in the middle can also tag any thrower who is holding the sock ball and they have to switch (this keeps the pace up).

Song Endurance:

This game is very simple and can be played with two or more teams. Sometimes this is fun to do with guys against girls. Pick a song theme (at Christmas choose Christmas songs, with a younger or more ignorant group you don't even need a theme- any song can be open game) and let the singing begin. The object of this game is to keep coming up with songs longer than the other team or teams. One team starts and sings a line of one song. Then the other team has 5 seconds to start singing a line of another song. Then the other team has 5 seconds to sing a line

from yet another song . . . Teams may discuss and plan out which song to sing while the other teams are singing. The first team to repeat a song, sing a song that doesn't fit that category or just not sing within 5 seconds is the loser. If more than two teams play, sit losing teams out until one team finally prevails.

Spud:

Define a playing area. Throw a ball in the air calling out someone's name. Everyone else runs from the ball. "IT" gets the ball, calls "freeze", and then rolls it at someone. If a person is hit then they have a letter. If no one is hit then the roller has a letter. The person who got a letter picks up the ball and throws it. You can throw the ball slightly in one direction, but give the thrower a letter if it goes so far as to roll out of the defined area.

Steal the Bacon:

Two teams with equal numbers. Number each person on each team with the same numbers that the other team has. Call out a number for that member of each team to try and pick up an item equally distant from each team. If a person gets back to their "safe" line without getting tagged by their opponent give that team 2 pts. If a person tags their opponent before they reach safety give their team 1 pt. Mix up the numbers you call out – first number is for the team on the right the second number is for the team on the left.

Tic Tac Toe:

Nine chairs are lined up in a square with space enough in between. Two opposing teams have numbers from 1 to whatever on each side. The caller calls out a number or several and those people rush to get seats. Each team tries to form a line to score.

Torpedo:

This game is a gym-version of the pool game "sharks and minnows." Using a basketball court or marking your own, you need a large rectangle. Two kids are chosen as the "launchers" while the rest of the group lines up outside one of the short sides of the rectangle. The launchers stand on either of the long sides of the rectangle, armed with dodge balls or something similar. A leader or youth is the caller. The caller shouts "TORPEDO!" and the kids start to run as fast as they can to get past the line on the other side, where they are safe. While they are running, the launchers try to hit as many people as possible with their dodge balls, while staying behind their own lines. They usually can only get one good throw in, since they can't cross the line. Any runner who gets hit must sit down exactly where they are. They are now land mines. Now it gets interesting. Each time the kids torpedo across the room, there are more and more land mines to hit them. The youth on the floor can try to touch the runners. Anyone touched must sit down too. Eventually you get down to two lonely runners, and then one winner. You can play again and again and again.... it's a blast to watch (and to play).

Train Wreck:

Chairs lined up facing each other. Everyone is assigned a number. Then the conductor calls out a series of numbers and says train wreck. The people must find a new seat including the conductor who didn't have one.

Trash Ball:

Divide into two teams. Use a trashcan that is about the same size as your ball. Have each team choose a trash can holder (rotate regularly, it's a fun place to be). Have each one stand up on a chair. Make a boundary of about 10 feet around each holder with tape. Anyone caught inside the tape must sit there indefinitely (at your discretion). For large groups, add an extra ball or two. They can only take 3 steps when they have the ball, so more are involved. This is a fun game because anyone can make a full court shot, so we tell them the ball must touch a certain # of girls before you can shoot.

Touch Telephone:

This game is based on the old telephone game but involves touch rather than hearing. No talking is allowed. Divide the group into teams of about six each. Each team sits in a line, one behind the other. The last person is shown a simple hand drawn picture of an object such as a house, a cat, or a Christmas tree, for example. The person who is shown the drawing then tries to draw an exact copy of it, using their fingers, on the back of the person in front of them. The drawing can only be done once. The second person then draws what they felt onto the back of the person in front of them. This continues until it gets to the person at the front of the line, that person then must draw what he or she felt, on a piece of paper. The team whose picture most resembles the original wins that round.

T-Shirt Challenge:

You use a men's size medium t-shirt, place it flat out on the ground, and then see how many kids can get on the t-shirt with no feet or any body part touching off of the t-shirt.

Yelling Match:

Group is divided into two equal teams. Each team sits in a single row facing the opponent team across a room. Each team picks out a piece of paper with a message on it. The messages should be common phrases or Bible verses with about 5-10 words in it. Each person on a team is assigned a word from the message. If there are more team members than words, same words can be assigned to multiple people. At a given count, the entire team yells out their assigned word in unison to the opposing team. The opposing team repeats the process. Each team has one guess at deciphering the message. The yelling is repeated until one team guesses the correct message.

Your Number Is Up:

Instruct your whole group to walk randomly around the room. About every ten seconds or so, call out a number. Everyone in the game must immediately form a group hug, made up of the number of people that you called. This sometimes leaves some people unable to form a group because they don't have enough people — they are out of the game. Repeat until you only have two people left and declare them the winners.

Zip Zap Bop:

Played like Newspaper Name Nail with a few changes. Everyone is to learn the names of the persons to their left and right. Zip means left and Zap means right. The person in the middle says a persons name and either Zip or Zap. The person called must say the name of the person to their right or left, depending on what the person in the middle said, Zip or Zap. The person in the middle tries to bop them on the head with the newspaper before they can say it. This is a pretty stupid game- but some kids actually like it- try it and if it doesn't work right away have a backup. "It" yells out a fruit name. Everyone with that name must exchange seats with someone else with that name. "It" tries to take one of the empty chairs before they are all taken. Whoever is left without a chair is "It". Rather than yelling a fruit name, "It" may yell "Fruit Basket Upset." Everyone must change seats. Variation: "It" may yell more than one fruit at a time. This gets more people up and moving.

Calm Games

Christmas Quiz:

1. Bleached yule (White Christmas)
2. Castaneous colored seed vesicated in a conflagration (Chestnuts Roasting on an Open Fire)
3. Singular yearning for the twin anterior incisors (All I Want for Christmas is My Two Front Teeth)
4. Righteous darkness (O Holy Night)
5. Arrival time 2400 hrs – weather: cloudless (It Came Upon a Midnight Clear)
6. Loyal followers advance (O Come All Ye Faithful)
7. Far off in a feeder (Away in a Manger)
8. Array the corridor (Deck the Halls)
9. Bantam male percussionist (Little Drummer Boy)
10. Monarchial triad (We Three Kings)
11. Nocturnal noiselessness (Silent Night)
12. Jehovah deactivate blithe chevaliers (God Rest Ye, Merry Gentlemen)
13. Red man en route to borough (Santa Clause is Coming to Town)
14. Frozen precipitation commence (Let it Snow)
15. Proceed and enlighten on the pinnacle (Go, Tell It on the Mountain)

16. The quadruped with the vermillion proboscis (Rudolph, the Red Noised Reindeer)
17. Query regarding identity of descendant (What Child is This?)
18. Delight for this planet (Joy to the World)
19. Give attention to the melodious celestial beings (Hark! The Herald Angels Sing)
20. The dozen festive 24-hour intervals (The Twelve Days of Christmas)

Desert Island:

Students are told that they must go to a desert island for 1 year and can only take 3 things (aside from essentials). Each student has to tell the group what 3 things they would take and why.

Five Things:

Place the responses to 5 questions on paper and try to hide your identity. The questions have to be chosen so as not to expose anyone too easily.

Fizz/Buzz:

Fizz is the name of any number with a five in it: 5, 10, 15, etc. Buzz is the word for any number with a 7 in it or any multiple of seven: 7,14,17,21,27, etc. Have everyone in a circle start with one and count upwards, inserting fizz or buzz as required. People will be eliminated quickly. Start over each time that someone is eliminated. Keep up the pace so that people do not have time to sit and think.

Guess the Leader:

Everyone gets in a big circle. Pick a volunteer to leave the room after you explain the game. Once that volunteer is out of hearing range, pick a volunteer in the room that wants to be leader. Everyone must slyly watch this person and imitate what they do when the other volunteer comes back into the room (cross legs, cross arms, yawn, stick out their tongue). The person who was out of the room will come back in, stand in the middle of the circle and try to see who is the leader (the one everyone is watching). The leader can get bold and make faces, throw their hands in the air, etc. when the person's back is turned and before the person in the middle has a chance to see who started it, everyone is doing it. Give the person in the middle three guesses of who the leader is. Then find a new volunteer and a new leader. You can have the leader be the next volunteer if he is guessed or any way you see fit.

Name Game:

You start with a name (Tom Cruise). The other team must come up with a name starting with the last letter of the name (Edward Scissor-Hands). We had it going for a long time until we ran out of names for Y's and got into arguments over whether or not people really existed. We did another variation of the same game with songs. Less fights that way.

Mafia (also called "Killers"): The object of the game is to not get killed off. Unfortunately, it takes a lot of explaining, but once you get it, it will quickly become a group favorite. You need at least 8 players to make the game interesting. You need a deck of cards, or slips of paper with the identities on it. For 10 or more, there should be 2 Mafia, 1 Angel, 1 Cop, and the rest townspeople. For less, have only 1 Mafia. Try not to play with more than 30, because it turns into a huge shouting match. Distribute the identities secretly. Everyone should keep their identity a secret, but if they choose to they can reveal it as part of strategy later. Here is an outline of how to play each round:

1. Narrator says "Town go to sleep." All players put their heads down and close their eyes.
2. N: "Mafia wake up" Only the mafia open their eyes and look at narrator.
3. N: "Mafia, who do you want to kill?" Mafia have to point to someone in the room and agree on that person. Narrator nods to let them know they understand.
4. N: "Mafia go to sleep" Mafia close eyes again.
5. N: "Cop wake up" The cop opens eyes. "Who do you think it is?" Cop points to someone they suspect is a mafia. Narrator either nods yes or no. Now the cop has an advantage for later. "Cop go to sleep".
6. N: "Angel wake up" Same deal. "Angel, who do you want to save?" Usually, the angel points to him/herself, in case they were picked to be killed off. But sometimes they are gracious and point to someone else to be saved, especially if they have an idea who has been picked by the Mafia. "Angel go to sleep".
7. N: "Town wake up" At this point, everyone opens their eyes, and the narrator announces who is dead, or that no one is dead (if Angel managed to save them.) Everyone gasps in surprise, and then the accusations fly.
8. Narrator asks for accusations as to who the town thinks the mafia is. It's usually a good idea to limit it to 2 or 3 per round. To make it more interesting, I always insist on the accuser making up some creative reason why they are accusing so-and-so. (like, "I heard them leave their house last night" or "look how muddy their shoes are!").
9. Narrator then allows each of the accused to defend themselves. This whole process can get really rowdy, and you need to be careful not to offend the sensitive kids. Narrator must remain neutral, but can egg on either side with "facts".
10. After a few minutes, narrator should announce that it's time to vote. By a show of hands, go through each accused. The one with the most votes gets "lynched" by the town and is therefore dead.
11. Repeat. When someone is "dead" they cannot participate in the accusations. They are not allowed to talk. However, they get to keep their eyes open and find out all the answers to the mystery.

Remind students not to cheat, because the temptation is great to do so! The game ends when either both Mafia are killed off (town wins) or are the only ones left (mafia wins). The advantage

of being the cop is that they can say, "I'm the cop, I know the Mafia is so-and-so." However, they should be careful, as sometimes the town doesn't believe them and the cop ends up getting killed off! Also, you can play that once the Angel is killed off, that's it, or that he/she can continue to save people because they don't technically die.

Scissors:

Pass around a pair of scissors. Sit comfortably in a circle if possible. Each person is to take the scissors and say I received these scissors (crossed or uncrossed) - I pass them (crossed or uncrossed). The trick is to figure out if you received them crossed or uncrossed and again how you passed them. The leader will tell the person who does it if they were right or wrong. As more people understand they will all chime in. Do not let anyone know the secret and make those who understand promise to keep it a secret. The secret is how you are holding your legs when you receive the scissors and when you pass them. If your legs are crossed and then you uncross them as you pass them you will say, "I received them crossed, I passed them uncrossed". It sounds obvious, but its not.

Silent Animal Circle:

This game gets difficult with more than twenty people; it is better for groups of 15 or so. Everyone gets in a circle and is given an animal in which they are assigned a hand motion that represents that animal. Hand Motions (a few examples):

Elephant - hang one arm down with your other arm wrapped around it, holding your nose (like a trunk).

Mosquito - with your left hand hold up a peace sign with the inside of your hand facing you, with your right-hand poke your index finger pointing forward and place it in the middle of the peace sign in your left hand; now bring your hands to your face like you have a mosquito nose.

Cow - put your hand at your stomach with your fingers sticking out like an udder. **Deer** - point a finger on each hand upward, placing your hands on top of your head (like single horns).

Moose - open your hands with fingers spread wide and place hands on your head with thumbs touching the top of your head (moose antlers).

How to Play: Let's say that 12 people are playing this game. They are all in a circle. The Elephant, in the 12 o'clock position of the circle is the leader. Then in the 11 o'clock position the mosquito then whatever order you like. The animal is always in the same position- as people move, they assume the animal in that particular seat or place in the circle. The object is to get to be the elephant. As people mess up in this game, they have to move back to the one o'clock position and work their way up again as others mess up. The elephant starts the game by doing his own signal then another animal's signal, such as the cow. The cow must then do his own signal and another animal's signal immediately. A certain rhythm or speed is set by the elephant (by how fast he or she does the signals). Everyone must keep that rhythm- no hesitations. If an individual pauses, forgets to do their signal, or messes up the signal in any way, then he or she

must go back to the one o'clock position. Let's say that the cow is always in the 10 o'clock position. If the person that was the cow messes up, then he or she goes to the one o'clock position and is now a snake (for example). The person who was the deer (in the 9 o'clock position) is now the cow and so on down the line. Whenever someone messes up, it is only the people below them that are affected and have to move up to a new animal. If the elephant messes up, everyone moves because he is the highest position.

Spell It:

The person starting speaks a letter. The next person speaks that letter and adds another letter. The trick is not to spell a word. Exclude people who spell a word. People must have a word in mind when they are adding a letter, or they can bluff. If a person challenges someone as to what word they have in mind that their added letter would lead them to spell then the challenged must say the word or be excluded. If the challenger is shown up then he or she is excluded.

The Story:

Stand or sit in a circle. Go around the room assigning the name of a person, place or thing to each person. The first person in the group begins to tell a story that they make up. Within 10 seconds (longer or shorter is okay) that person must mention the person, place or thing assigned to them. When the timer goes off (you can use a kitchen timer or just a stop watch) the story is picked up by the next person and they must mention their assigned person, place or thing within 10 seconds. This continues around the circle until everyone has had a turn. The stories can get pretty strange but that's the fun of it.

Three Truths and a Lie:

Need paper & pencil. Have everyone place 4 things about themselves on a piece of paper, 3 true and 1 a lie. Take turns reading them and assign points for guessing the lie by the onlookers and points for how many guessed wrong to the liar.

Who is It?

This is a good game for small group interaction. The object is to get individuals to share unknown things about themselves in a safe environment. Each player writes down a little known truth about himself. The paper slips are handed in and read aloud one at a time. The slips are then read a second time, and players write who they think wrote that slip. After everyone has guessed on slips, the truth is revealed. Each player gets a point for every correct guess. If no one guesses a person's slip correctly, that person gets five points.

Outdoor Games/Activities

Capture the Flag:

Two opposing teams have clearly marked out territories. Each team wishes to capture the flag of the other team and return it to their territory. Each flag must be clearly visible and 10' from any other object. Each team has a "jail" for captured opponents. Set jail time for captives, typically 5 minutes. The flag must be visible from "jail" itself. So 5 minutes after a capture, the opposing team should know where the flag is. Each team's flag has a 10' zone around it, which may not be violated by its team members, unless one of their enemies violates the zone. So you cannot tag your opponents who are in your territory unless you circle the flag keeping a 10' distance from it. If your opponent gets the flag and carries it some distance toward their territory before being tagged – the flag must remain at that spot, spread it out.

Electricity:

Two equal teams close their eyes and race to pick up an object at the end. Team members are holding hands with eyes closed except for the 1st in line who watches a quarter being flipped. When the quarter says heads, they squeeze the hand of the person next to them sending an electric pulse down the line. If a team wins a round the 1st in line walks to the end of the line and everybody scoots up. People may open their eyes after passing the electricity to see what happens. The people at the end of the lines open their eyes when they're squeezed in order to reach for the object between the two lines. Everyone must remain silent, and keep their eyes closed. There are three penalties: when someone speaks, opens their eyes, or one team grabs the object when the toss was tails. A team can conceivably get 3 penalties at once – which are each a person going backwards from the end to the 1st in line. The team that gets their starting person back to the front first wins.

Ultimate Frisbee:

Use a field the size of a football or soccer field with goals of varying widths. This is a combination of football and soccer rules. Each team may only move the Frisbee by throwing. Each player may walk 3 steps when holding the Frisbee. Throw to a player on the other side of the goals or at the goal who steps in to score. If a throw is dropped it turns over to the other teams possession. If the other team touches the Frisbee last before it hits the ground then the first team retains possession.

Tag Games

Blob Tag:

This game is a normal game of tag with an added twist. When "it" tags someone, that person becomes part of it. Then the two of them must run hand-in-hand and catch their next victim who will also join them. Last one caught by the "Blob" is the winner!

Elbow Tag:

Divide everyone into partners and have them stand together arm-in-arm (elbows locked together) in your play area. Divide one set of partners and make one player "it" and the other player the snipe (the victim, the damsel, whatever!) The snipe runs when you say go while "it" tries to tag him or her. The snipe can lock arms with anyone, and that person's partner must disconnect and is now the snipe. They in turn can lock arms with another player sending yet another snipe out. When the snipe is finally caught, "it" and the snipe become partners and the last set of partners touched become "it" and the snipe.

Gargoyles:

This is kind of like a Mission Impossible/Freeze tag game except a lot more fun. This game is great for lock ins or all-nighters because it must be pitch dark outside. This must be played in a facility with a lot of rooms. First you should have more than 10 or 12 people to play. The more people, the more fun. Next, you need a standard flashlight with 4 parts to it: 2 batteries, the handle, and the light head. You must turn off all the lights in the church or facility except one room. This room is the one that you explain the game in. It can also be for the staff members and students that aren't playing to hang out in. Assign 2 people to be the gargoyles. If you have 10 or less, assign 1. As you are explaining the rules and objectives, have a staff member hide the parts of the flashlight in obvious places that you would see in the light but not too easy in dark. Tell that staff member also to make sure all doors of rooms that kids may hide or go in are open. If they are shut, that is a sign that students may not go in there. Let all the students, besides the gargoyles, loose to find the pieces to the flashlight. 3 minutes after you let the students go, let the gargoyles loose. When a gargoyle touches someone, they are frozen and must remain in the same spot they were tagged in. The only way a student can be unfrozen is if a person with a piece of the flashlight touches them. The objective for the gargoyles is to freeze everyone. The objective for the others is to find the flashlight pieces, put it together, and shine it on the gargoyles.³⁸If the person with the "completed" flashlight gets tagged before he or she shines it on the gargoyles then the gargoyles win. If the gargoyles are spotted by the flashlight then the others win. If a person with a part gets tagged, he or she can't hand it off to another passerby- they have to wait until they are unfrozen. If someone with a part is getting chased and feels that they will be tagged they may roll the part to the side and tell other people by yelling, "There is a piece next to me, someone come get it!" Gargoyles may not touch the pieces. Frozen

people may yell to everyone else about where the gargoyles are or to come and unfreeze them. To avoid cheating, assign 2 staff members or 2 trusty students to be "watchmen". They can take away watches with lights, laser lights, or any other source of light. They may warn people the first time, then kick people out of the game for running away after they are frozen.

Line tag:

This works great in a gym with lots of lines. Rules:-No one may step off the line-When you are tagged, you are dead - sit!-You may not go around anyone, including the dead, unless you are 'it'-You may not cut corners; hence, you must step on the intersection of the line 'It' tends to get tired quick, so when this happens, we tell 'it' to choose a zombie or mummy (the walking dead) to trap people easier. Make sure that the zombie walks, not runs.

Trust Games

Trust Circle:

Object of the Game: To hold up the person in the middle and keep him safe from falling. One player is chosen to be "it" first. A tight circle of players is formed, alternating physically strong and weak people. The person chosen to be "it" goes into the middle of the circle and crosses his arms across his chest. The "it" stiffens and falls backwards. The players in the circle work together to catch the person and pass him back and forth around the circle. The player in the middle must keep his feet together and near the middle of the circle for this to work well, and players in the circle generally grab the person who is "it" around the arms and shoulders. Each player is encouraged to have a turn. Variations: 1. Players in the circle sit down, placing their feet around the ankles of the person in the middle. Sounds crazy, but it works. 2. "Courage Camille" is a slight variation of this game in which only 3 players are required. Two of the players face each other and lock hands. The third person stiffens and falls backwards into their arms. This should be done several times, with the person falling farther backwards each time (the players locking their hands should lower them each time). Other players can then try. 3. "Courage Camille" can also be played with only one person catching. 4. The person who is "it" wears a blindfold. Comments: The players who are "catchers" should be careful as they pass the person around and catch him. In the "Courage Camille" variation, care should be taken that the two players who are acting as "catchers" are strong enough to hold the heaviest person participating.

Trust Lift:

Object of the Game: To lift a person above everyone's head. One player is chosen to be "it" first. He lies on his back and stiffens himself while everyone else assembles around him. Together everyone lifts him slowly toward the ceiling as he maintains his reclining position. Once he has reached maximum height, the others hold him there for about 30 seconds before slowly lowering him.

Relay Races

Egg Water Rope – tie off the feet and hop

Clothes – put on and off a set of sweats or some such

Apple to Throat – pass the apple or orange

Toothpicks and Lifesavers – pass the lifesaver

Toothpicks and Marshmallows – pass the marshmallow

The Banana 7-Up Race – Both are consumed as the racers speed toward their destination spewing yellow foam

Toilet Paper – passed under one person and over the next

Balloon Pop Relay: This is the age old boring relay where they line up, run to a chair across the room, blow up a balloon, pop it by sitting on it and run back. First team that finishes wins. The less people you have on each team, the better- kids will get bored if they stand in line too long.

Clothespin Bite Relay: This is set up like any relay with multiple teams, each team with 5 clothespins. Have the first person in line attach the clothespins to their shirt, clothes, or body part, run around a certain designated point and return to have the clothespins removed by the next person in line . . . with their teeth!

Over Under Relay: This pathetic game actually works sometimes, although don't count your chickens. Line up your teams (however many you want). The object is to pass an item (a balloon, a ball, a bucket of water, etc.) over their head then the next person under their legs and so on until the back of the line. First one to the back (or backup, or the back person runs it to the front of the line, etc.) wins.

Races

Ameba Race:

Tie several crowds of people together with a rope around their perimeter and have them race each other's group as a large "Ameba."

Chariot Races:

Divide youth into groups of three. Each group gets a large blanket or bed sheet. (note: this is pretty tough on the linen.) Each team lines up at the starting line. Two of the youth on each team are holding onto front corners of the sheet / blanket. One youth is sitting on the other end of the blanket, soon to be hanging on for dear life. At the signal, the teams race around a designated course (a large oval works well), the two youth in front acting as horses and the

sheet / blanket acting as a chariot. The race consists of three laps. At the end of each lap, the youth rotate, so one of the people riding now pulls, and one of the pullers now rides. Three laps allow each person to ride once and pull twice. If a rider is thrown from his chariot, the team must stop until the rider is firmly resealed. We've played this with great success inside (on carpet) and outside on the grass.

Food Races:

The contestants run down to a table and get their item. These include things like: 8 oz of prune juice, a whole package of crackers (at least 8 small squares) and then they must whistle a tune, the peelings of 4 or 5 apples, a sardine, spoon full of horseradish, slice of onion (make sure you have plenty of OJ to counteract this) or any other gross type food. They then run back, tag the next person and repeat.

Hot Potato & Oven Mitt Pass:

Just like it sounds, just like hot potato. Get one potato and two oven mitts. Get everyone in a circle and start passing the potato when the music plays. Here's the catch . . . you can only touch the potato when the oven mitt is on your hand. Two people next to each other start with the mitts on, one hands the potato to the other, then the "hander" takes off the mitt and hands that to them as well. The "handee" must hold the potato in their mitt, waiting for the other mitt, and when they receive it pass it onto the next person. Once they have the mitt on, they pass it on, etc. When the music stops . . . the "hander" (the person with the potato) and the "handee" (the person putting on the mitt) are both out! (This keeps the "handee" from dillydallying.) For bigger groups, get several of these going at once. Suggested: a pair of mitts and a potato for every 10.44
Rules: 1. If you touch a potato without your mitt- you're out 2. If you have a mitt when the music stops- you're out

Pyramid Races:

Pretty Simple. Divide Group into teams of six. Have them build a pyramid (three people on bottom, two in the middle, one on top) and walk across a certain point (only needs to be 10 or 15 feet away), turn around and walk back, all while in the pyramid. First team done wins!

The Sponge:

Simple but fun, especially on a hot day! You divide your group in rows. In front of each row you place a bucket with water and a sponge. At the back you place an empty bucket to collect water. When time starts running the person in the front dips the sponge and passes it to the back and the last person squeezes the water into the bucket. The row that manages to collect the most water wins.

Acting Games

Group Charades:

Divide the group up and give each group something that they need to act out for the other groups to guess what it is. Use: poison gas in the room, laughing gas, we're naked, bad odor in the room, etc. You don't need to make it a contest, or you can have staff judge which group did the best.

Play-Doh Pictionary:

Pictionary, but with Play-Doh. Divide into teams. Have a representative come up front from each group. Whisper a Pictionary word (like "dog") to the group and they must run back to their group and, without talking, mold that word with Play-Doh.

Taboo on Easel:

This is like the board game Taboo, but on an Easel and a lot easier. Divide into teams. Teams elect someone to be the stool person. Bring that person on the stool and write four words behind them on the easel for all to see except the stool person. Example: bulldog, stapler, Spain, paper airplane. Assign a point value for each word. Example: 10 points each. Give the team a certain time (a minute 30 seconds) to try to get the stool person to guess the words. The team can do the words in any order. If they break any of the rules or cheat, they not only don't get the points for that particular word, they are given negative points. No hand motions. No "sounds like" or rhyming with other words.

Win Lose or Draw:

This game is the same as the old TV version by the same name. It is played like Pictionary, either guys against girls (battle of the sexes kind of deal), or team against team. A word is given to one member of each team who tries to draw symbols and pictures to lead his/her team to say the word that was given to them. You may not use numbers letters or the "number sign" (#). Anything else is okay. You also may not say anything or do any kind of gestures to help you team guesses the word. You may point to a team member who is on the right track or very close to saying the answer, but no other gestures may be used. You may nod your head to say "yes, that's right" or "no, wrong". Use Pictionary cards if you have them or make up a list of words yourself (may be use a certain subject or topic of the club, i.e., Reindeer, Christmas tree or pencil, teacher, school, etc.) Whoever has the most points (words guessed) at the end wins. If it is a tie, give each team another word and see who can do their word the fastest.

Basketball Variations

Chinese Fire Drill Basketball:

If your church is blessed with a gym and more than two baskets, this is a good game. Divide the group into a number of teams that is one more than the number of baskets you have. The extra team gets a basketball. Each of the other teams is assigned a basket to defend. When the game starts, following basic basketball rules, the team with the ball attacks one of the defended baskets. If the attacking team scores a basket they take the ball with them and attack the next basket located counterclockwise in the gym. If the defending team gains possession of the ball before the attacking team scores, the defending team becomes the attacking team and moves to the next defended basket. The team that just lost the ball stays at that basket and defends it from the next attack. Repeat this pattern until time expires. For extra mayhem, pick teams so there are initially two extra teams so that there are always two baskets being attacked. Be sure your good basketball players are spread among the teams.

Super Girl Hoop:

This is a great time filler involving everyone. It's simple. All that you need is a basketball court and a ball. Have everyone (up to about 50 people) on the basketball court at once. Play normal basketball but with the following rules added: only girls can shoot or score and no limit to how many people on the court.

Volleyball Variations

Beach Ball Volleyball:

Volleyball played with lighter beach ball

By The "Seat Of Your Pants" Volleyball:

This can be an excellent indoor game for large groups in a large room, especially during rainy weather. Divide the group into two teams. Set up volleyball net (or a rope across the room if you don't have a net) so the top of the net is approximately 5 feet above the floor (shorter than the norm). Each player is instructed to sit down on his team's side of the net so that his or her legs are crossed in front of them. Because of limited mobility of each player a larger number of participants is suggested (20-25 per team). Use a beach ball, serve from the center of the group and don't worry how many hits per side. Other than that . . . normal volleyball!

Poor Man's Beach Ball Volleyball:

Use your staff as net (all lined up across the court with hands in the air) and play normal volleyball with a beach ball. Allow as many hit per side as needed and allow as many players as needed (your whole group, in other words).

Soccer Variations

Air Soccer:

Two very wide goals are placed in the room- one for each team (you can just use a designated wall for a goal). An inflated balloon is used for the ball and fans are made of cardboard or plastic with a handle (you can use strips of wood and use staples to hold the two together). The game is played by fanning the balloon in to the other team's goal (which can be difficult). The first team to get a goal wins.

Human Foosball:

You play just like table game only with real people linked in rows. Split the kids into two teams, have a captain decide who goes in which rows and how many in each row. Each entire team faces one direction and has to stay that way. They link arms by holding the person's elbows next to them. The whole row has to stay within their boundaries like in the game, but they can slide back and forth left and right. When you play inside you can mark the boundaries with masking tape, or if you play outside you can use paint if acceptable or tape or flour. If you play in a building if you need to remove pretty much everything from the room. If you play outside, it is best if you play between two buildings so that the ball stays in the game. If you play in a field have lots of folks around to toss the ball back into play. Make sure everyone is wearing shoes, it can get a little fierce with the kicking. Also, USE A BALL that is SOFT – such as a stuffed soccer ball, or you could use a really soft nerf ball. Variation of the game: use more than one ball at a time.

Dodge Ball Variations

Blindfold Marco Polo Dodge Ball:

Blindfold half of your staff and give them a dodge ball. Have them stand in the middle of the play area. Assign a second staff member to each blindfolded staff to be a ball fetcher. The blindfolded staff calls out "Marco" in which every kid has to respond "Polo!" The blindfolded staff tries to throw the ball at the kids. If they hit one the assistant staff remove them to a designated area and then fetch the ball. Last kid remaining is the winner. If a kid doesn't respond "Polo" he or she is automatically out. If a kid ever even touches or is hit by a ball he or she is out.

Doctor Doctor:

Divide into 2 teams, each choosing a doctor, or 2 for larger groups (their identity being secret). Just like regular dodge-ball, use a bunch of balls that are soft and throw them at each other. When someone is hit, they must sit. Here's where the doctor, just one of the players to the other team, may touch the injured and bring them back into play. Hint: the players shouldn't just pop

up when touched- this will give away the doctor. Also, we recommend a decoy touching kids as well. When the doctor is hit, the team's only hope is their skill. The object: Eliminating the opposing team, including their doctor.

Dragon Dodge Ball:

Have the entire group make a circle. Pick four to five people for each team. The first team goes into the center of the circle and forms a line by attaching their hands to the waist of the person in front of them. The people who make up the circle throw the ball at the "dragon", trying to hit the last person below the waist. Once hit, the last person returns to the outside circle and players continue to hit the new person at the end of the dragon until there is only one person left and they too are hit. A new team then goes into the middle. Time each team to see which one can last the longest.

Knee Ball:

Girls vs Boys. Boys play on knees and girls stand. If at any time a boy's knees come off the ground they are penalized. So they can't jump up to catch a pass or crawl with only their hands and toes touching the ground. Play on a 30 yard field. 11 players per side. Really fun when you have girls from one church and boys from another. It is tackle but the ref can whistle a girl down if injury is likely.

Long Base (Kickball/Dodge Ball Medley):

Great game for a large group. Divide into 2 teams, one in the field and one "at bat". Two or three students bat at a time by bouncing a dodge ball and hitting it with their hand(s)/arm(s). After hitting the ball, the students attempt to run to the far wall of the gym without being hit. Students in the field may get a batter out by throwing and hitting them with any of the balls that were hit. If a student makes it to the far wall, he must keep a hand on it to remain safe. To score a run, the student must make it back from the far wall to the original line he batted from (home). Students may remain safe at the far wall as long as they want, and there is no limit to the number of students that can stay safe. They can try to run home at any time except when the new batters are holding the balls.

Opposite Arm Dodge Ball:

Game is played just like it sounds. Set up any dodge ball game that your kids like, however, make them throw with their opposite arm. This is a great game and really funny. It helps keep your jocks from dominating the game and also encourages the more sensitive kids, who are afraid of getting hit, to play.

Scatter:

This is dodge ball, but its every man for himself. Set boundaries (a very large circle or square). Students must stay in the boundaries. They cannot run with the ball. If they get hit or someone

catches their throw in the air, they must sit down in the playing area. A sitting player can still get a live player out by hitting them or catching their throw in the air. Last man standing wins.

Sink the Bismarck:

Basically, it's every man for himself - dodge ball. A group of students, 10-30, is asked to stand in a large open circle and game balls are placed sporadically throughout the circle. You can pick the number of balls. I use about 5 or 6. When the leader says, "Go" students run to the nearest ball start trying to hit anyone around them. If you are holding a ball you can't run and if you get hit you must sit down. If you catch a thrown ball, the thrower is out. If you get hit and the ball hits the ground, you are out and you must sit down. In order for a person to move with the ball, he must pass it to a trustworthy person who is sitting on the ground (by rolling it -- remember if caught in the air you're out). But be careful, they could hit you with the ball or give it to another standing thrower). The last person standing wins the prize.

Kick Ball Variations

Rio Linda Kickball:

This is a lot like normal kickball with a bunch of backwards twists. Here are the rules: All the bases are backwards. Run to 3rd first, 2nd second, and 1st third. All players on a team get one time up and they get one pitch from their own pitcher. Endless # of outs, just keep going until all players have been up once. No foul balls, everything is fair. No limit to how many people on bases, no force outs. Get someone out by touching ANY base at any time. Any runners between any bases are out. If a ball is caught the runner is out. If a runner is tagged they are out.48

Baseball/Softball Variations

Rio Linda Wiffle Ball:

This is the same as Rio Linda Kickball but with a wiffle ball and bat. One added rule for this game: runners must carry the bat with them to 3rd (the first) base. If they drop the bat they are out!

Mixers/Ice Breakers

Back to Back:

This is the game where you start out with two people sitting back to back and they have to stand straight up without using their hands. Add one person every time they stand up successfully.

Form a Group:

Easy game that can be used to divide into teams if need be. Simply yell, "Form a group according to . . . (GPA, hair color, cavity #'s, sibling #'s, shirt color, etc.)"

Hi My Name Is:

Plant several people in your crowd who have a one-dollar bill, a certificate to something, or any prize of your liking. Tell everyone that they need to go and introduce themselves to and learn the names of as many people as they can meet. Have your "planted people" give the prize to the 15th person that introduces themselves to them. Once the prizes have been given announce who received them and who had the prizes.

Human Knots Mixer:

Separate the group into small circles. Everyone grabs the hand of a person not standing next to him or her. The first team to untangle back into a circle wins.

I Have Never:

This game is much like Identity Circle, or Fruit Basket Upset. Have everyone sit in a circle except one person. When everyone is seated the person in the middle says something that they have never done (ie. I have never drunk, or I have never worn a dress). All the people who have never done that have to get up and find an empty seat (from someone else who just got up). The person stuck without a seat is now in the middle.

Jellybean Trade:

Everyone for them self. Everyone is handed 10 jellybeans. They are to try to get 10 of one color by trading with other people one at a time. First person to get all ten of a color they want wins.

The Last Straw:

Give everyone a straw to put in their mouth. In rows or pews have them stand up and get ready to pass a small cup to the next person by using only the straw. The row to do this first, without cheating, wins! You can have a few people in the middle blind folded for an extra twist.

Lengths Of String Mixer:

Everyone gets a length of string. Each string is the same length as one other person in the room. Students have to match up with their partner. Hint: Use this as a discussion starter. Once matched, you can ask a question for the partners to discuss.

Organized Mingling Mixer:

Get an even amount of students and staff in the room. (Add your staff as needed to make the number even.) Students and staff mingle to music and shake hands. When the music stops, everyone must find another person and shake hands. The leader calls out a question they must ask of whomever they are shaking hands. Use fun and serious questions.

Sample questions:

1. What is your favorite pizza?
2. What is your favorite kind of weather and why?
3. If you could go anywhere on a vacation for a week, where would you go?
4. What would you do with \$1,000 dollars cash right now?
5. Share a moment in your life where you remember being the happiest.
6. Share a moment in your life where you were really sad.

Hint: you can use questions that will kick off that night's discussion.

Paper Plate Musical Chairs Mixer:

Have paper plates scattered throughout the room. When the music stops, everyone must be touching the plate. If they are not, then they are out. Take out more plates every time.

People Scavenger Hunt Mixer:

Good game for a crowd or audience. Divide the crowd into three or four teams, each section with a captain. The game leader calls out certain characteristics: blue eyes, likes to snowboard, has a 4.0, has red hair, etc. The captain of each team must quickly try to bring someone with that characteristic up to leader. First one to do so wins that round. Keep score and play to 5 or 10.

Shuffle The Deck Mixer:

Hand everyone a playing card as they come in. During the mixer, call out different combinations that they have to form a group with. Example: four of a kind, a flush, two pairs, etc.

Stand on the Bucket:

This is a quick game that can be used in many different ways. Get as many white, 5 gallon buckets as you have teams. Turn the bucket upside-down. The object is to see how many of

their team they can get to stand on the bucket for more than 3 seconds. The team with the most people off the ground wins.

Toe Fencing Mixer:

Here's a wild mixer, and if it's set to music, it looks like a new kind of dance. (great up front game entertaining the rest) All the players pair off, lock hands, and try to tap the top of one of their partner's feet with their own feet. In other words, one player tries to step on the other player's foot while their hands are clasped. Of course, since players are also trying to avoid having their feet stepped on, they are all hopping around the floor in a frantic dance. When a player has had his foot tapped three times, he is out of the game, and the winning partner challenges another winner. The game continues until only one person is left(or until the music runs out).

Who's on My Back?:

Have everyone secretly write down the name of a person on a small piece of paper. It has to be a person that everyone in the room would know about (eg. Jesus, George Washington, Madonna, Leonardo DiCaprio, etc.) Then have them tape the name on the back of the person on their left. Everyone must now go around and ask people yes or no questions about who is on their back. They can only ask each person one question. The person who can do it in the least number of asks wins.

Retreats/Events/Trips

Backpacking Trips

Camp Out with Bonfire

Ice Skating / Roller Skating

Rock Climbing at Indoor Climbing Gym

Small Group Retreats

Themed Lock Ins