

GAMES – FOR JUNIOR OR SENIOR HIGH YOUTH GROUPS

Active Games

Alka-Seltzer Fizz:

Divide into two teams. Have one volunteer on each team lie on his/her back with a Dixie cup in their mouth (bottom part in the mouth so that the opening is facing up). Inside the cup are two alka-seltzers. Have each team stand ten feet away from person on the ground with pitchers of water next to the front. On "go," each team sends one member at a time with a mouthful of water to the feet of the person lying on the ground.

They then spit the water out of their mouths, aiming for the cup. Once they've spit all the water they have in their mouth, they run to the end of the line where the next person does the same. The first team to get the alka-seltzer to fizz wins.

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.

Ask The Sage:

A good game for younger teens. Ask several volunteers to agree to be "Wise Sages" for the evening. Ask them to dress up (optional) and wait in several different rooms in your facility. The farther apart the Sages are the better. Next, prepare a sheet for each youth that has questions that only a "Sage" would be able to answer. They can be fun, silly, serious or related to your talk. Each Sage should have the answer to only one or two questions.

Give out your question sheet and a pen to each youth. They must look for the Sages throughout the building. They are allowed to open the door and check to see if a Sage is there. If there is, they must close the door and petition the Sage to grant him or her an audience. They do this by saying these exact words..."OH GREAT WISE SAGE, MAY I ENTER?" If they mess up this phrase, the Sage will tell them to come back later. Youth must go from Sage to Sage and cannot go to the same Sage twice in a row.

If the youth gains an audience with a sage, He may ask a question, but once again, he/she must use the correct phrase..."OH GREAT WISE SAGE...(And then the Question)". If they fail to say the correct phrase, the Sage would say something like this..."You have not asked correctly". If the question is phrased correctly, then the Sage may answer. If the Sage does not know the answer to THAT question, the Sage should say something like... "I truly do not know". In that case, the youth should make note not to ask that Sage the same question again.

If the question is asked correctly, and the Sage knows the answer, then the youth gets a correct answer. The first youth with all the answers wins. This game stretches youth to be very deliberate with their words.

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 forms 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

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 blindfolded.

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 (Cinderellas):

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 teams 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.

Build Your Own Snowman:

For each contestant have a bag full of assorted snowman accessories such as a hat, scarf, mittens, a carrot etc. and a pair of safety goggles, a can of shaving cream and a set of clothes to go over their clothes for protection. Each team has a designated amount of time to use the shaving cream to cover their snowman and put all of the accessories on. The team to make the nicest looking snowman wins.

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.

Butt Charades:

Cut up slips of paper with words on them and put them into a bag. Break up into two teams. Get a volunteer from each team to spell the word he/she took out of the bag by moving their hips (spelling the words with their butts!). (Make sure they do not say a word to give away clues.) If their team does not figure out the word after two spellings, the other team gets to guess. Make it interesting by the words you pick, try to keep it clean.

Car Stuff:

Explain game before you bring them out to car. You could have a competition between sexes or classes. Each has thirty seconds to get as many as possible into (not on) a small car.

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.

Clumps (Pull Apart):

This is the heinous game where all the guys link up (get in a big pile and hug, grab each other, whatever necessary to try to stay linked together) and when you say "go," the girls try to pull them apart. Once a guy is pulled to where he isn't touching any other guys, he's out and needs to go sit down. Last two guys together are the winners.

CAUTION: Not advised to reverse the gender roles on this game.

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.

Cowboy King:

Get five or more guys to be blindfolded horses, and five girls to be riders. Riders will try to guide their horse to another horse and rider to "blast them!" Here's how it works. After blindfolding the "horse," the rider puts a

cup of ice (ammo), in the horse's mouth. The rider guides the horse by pulling on its ears. The only command they can yell is "FIRE." When this command is yelled, the horse spits the ice from its mouth and tries to hit an opponent. The rider then reloads her horse with ice. If a rider gets hit twice, she is out. If it is a hard floor have kneepads for guys. Use western music.

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!

Duct Tape Challenge:

Divide into even teams and have each team select a volunteer- preferably a small, light one. Give each team a roll of duct tape. The object is to tape a team member up on to the wall, using no more than the provided roll of tape. The one who stays up the longest is the winner.

Hint: Make sure you use the tape that doesn't leave sticky stuff on the wall or tear off paint (especially in rented or borrowed facilities!) Provide a soft landing for youth as they drop off the wall!

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 un-popped balloons count 100 points each. Stolen, un-popped 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.

Foot to Ear:

This is kind of like musical chairs, but much, much better. It works best with an even # of guys and girls (you can make other divisions work- but we'll just talk about guy/girl now). Have the girls stand in a circle. Now have the guys stand outside of the circle of girls, each guy next to one girl, his partner for the game. Have the inner circle (girls) walk clockwise when the music begins and the outer circle (guys) walk counter-clockwise. When the music stops the leader will yell out two body parts (e.g. "foot to ear"). The girl's part is always first (ladies first) and the guy's is second. When the music stops and the leader yells the body parts the partners need to run straight to each other and put those designated body parts together (e.g. the girl would run to the guy and put her foot on his ear). Think before you yell body parts (e.g. don't yell "chest to head").

Fruit Basket Upset:

Have group sit in a circle. Make sure each seat is clearly marked-- use chairs or mark places with tape. "Number" people off, but instead of saying, "one, two, three, four, five" say "apple, banana, orange, kiwi, peach" or whatever fruit you like. The more people you have, the more groups you may want. The last person is "It" and stands in the center of the circle.

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.

Grab It:

Divide into two teams. Put them into two lines parallel and next to one another (about 3 feet apart) sitting down and holding hands. At the back of the line put a bucket of water with a bar of soap in it (if this is on carpet, put a layer of towels down- the water tends to splash, then drip . . . let's face it . . . this is a messy game!) between the two lines. Stand at the head of the lines with a quarter in your hand. Instruct them that you are going to flip the quarter so only the first person in line can see the results. They are not to yell out how the quarter landed or even look back at their team. If the quarter lands on heads the persons in front are to squeeze their hands. The rest of the line is to squeeze their hands if their other hand is squeezed so that they can communicate to the last person in the line that the quarter is indeed heads not tails. If the last person in line has their hand squeezed than they are to try to grab the soap out of the bucket before the last person on the other team does. The person successful in retrieving the soap gets to go to the front of the line. The problem arrives however when the message is wrongly communicated to the person in back and they grab the soap only to find out that the quarter was actually tails. At that point the person in front must go to the back of the line. The first team to get their entire team forward in line (back person to front- not front to back), wins.

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 every one 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 every one 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 is 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.

Ibble Dibble:

This game sounds confusing, but read it through a couple times if you have to. Once you try it you'll get it. Students love it because they get marked up. Everyone stands or sits in a circle. Number everyone off. You need a paintbrush and some red paint (poster paint).

No.1 starts off by saying, "Ibble Dibble no.1 with no Iblle Dibbles, calling Ibble Dibble no. (choose) with no Ibble Dibbles".

Then that person must respond and choose another person by saying, "Ibble Dibble no. (whatever # they are) with no Iblle Dibbles, calling Ibble Dibble no. (choose) with no Ibble Dibbles".

If a person makes a mistake, then they receive an Ibble Dibble (a spot of red paint on their cheek).

That person then carries on with, "Ibble Dibble no. (x) with one Ibble Dibble calling Ibble Dibble no. (x) with no Ibble Dibbles" (or how many they do have).

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. Out side 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.

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.

Musical Wardrobe:

Items needed: 15-20+ articles of clothing (hats, scarves, blouses, pants, shoes, etc.)

The bigger the group, the more items you will need.

It is a lot more fun if the items are "thrift store" type clothes (goofy, ugly, lashing, out of style, etc.) Make sure items are in good taste.

The game is played like "Hot Potato" (notice the CORRECT, old school, Dan Quail spelling of the word) in that you turn the music on, and pass the bag(s) of clothes around. When the music stops, the person left "holding the bag" must pick something out of the bag to put on. They must put it on as it would normally be worn, no cheating by setting it in their lap, throwing it over their shoulder, etc. Continue starting and stopping music until all the items are on people's bodies.

To end you can do a few different things:

Vote on the "Best Dressed

Most clothes wins

Least amount of clothes wins

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).

Pass the Brains:

Here's a Halloween variation of the 'pass the parcel' game we typically play at kid's parties in Australia. Scoop out a pumpkin as you would to make a jack-o-lantern. Carve out a face, but don't make the holes too big otherwise the 'brains' will fall out too quickly. (Alternatively, you could just draw a face on the pumpkin with a black marker pen). Fill the pumpkin with cold, cooked spaghetti hiding wrapped candy in amongst the 'brains'. There should be one candy for each kid playing. Play some spooky music as the pumpkin head is passed around. When the music stops, the kid holding the head feels through its 'brains' to find some candy.

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. This works great for groups of 30-40 teens.

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.

Run the Gauntlet:

Girls are given rolled up newspapers, and they are lined up in two single file lines. The two lines are parallel, facing each other with approximately three to four feet between them. The boys tie balloons to their seats (on their pant belt loops) and must "run the gauntlet", that is , they must run between the tow lines of girls who try to pop the balloons by hitting them with the newspapers. The object is to see which boy(s) can avoid having their balloon popped.

Safe Golf:

This is a great activity to kill time at the beginning of an event- it can be done indoor our 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 is 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 (up to 200) 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 circlce 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 than 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 (anywhere from 15 to 50 kids works fine) 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, its 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 back up.

"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. Monarchical 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 vermilion 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 these 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:

Lets 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. Lets 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.

Wink:

Girls sit in chairs in a circle with guys standing behind them with heads down and arms by their side. One guy stands behind an empty chair. He tries to get a girl to come sit in his chair by winking at her. When a girl gets out of her chair, the guy behind it can try to grab her shoulders and keep her there. After a while, reverse and have guys sit and girls stand.

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.

Gaga Ball

Giant Outdoor Jenga

Build a Jenga set out of wood (use 2x4 cut into lengths). Play Jenga in an open space.

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.

If 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.

Food Games

Alphabet Soup:

Split your group into several teams. Give each team a platter and a few cans of ALPHABITS soup, or for a less messy option, a box of ALPHABITS cereal. Each team must sift through the goo to spell words or make numbers.

You can give points a number of ways:

- Words of three letters
- Words of four letters
- Words with five or more letters
- Churches can give students high points for spelling spiritual words
- The biggest word gets a lot of points
- Leaders name gets high points as well

They are given a time frame to do this maybe 5 minutes or so. Make sure you specify no curse words or body parts.

Baby Food/Hot Potato with a Twist:

You play this game just like hot potato, with everyone sitting in a circle. The twist is you use jars of baby food. When the music starts, you begin passing the jar of baby food around the circle. When the music stops, whoever is left holding the jar has to take a spoonful. We use this game for special occasions, such as Thanksgiving, and use flavors such as turkey and gravy, sweet potato, green beans, etc. Be prepared for someone to throw up.

Banana Dress-Up:

Each team or group is given a banana and a baggy of random items (felt, foil, beads, etc... BE CREATIVE). They then are told to create a personality and appearance for their banana with the items they get. One volunteer from each group gets up and introduces their banana to the group. It's better if each group gets different items for variety.

Battle of the Bagels:

Place tape on the floor in two places, one for a starting line and one for a finishing line. These may be as far apart as you wish. Have as many players come up to the line with their bagel ready. They stand on the starting and line and pitch their bagel to the other line. The one closest to the finish line wins. You can keep going with eliminating players as you go along so you can finish with the best bagel throwers. This is like pitching pennies or horseshoes.

Bobbing for Worms:

Similar to Bobbing for apples, but you use gummy worms and an infant's swimming pool. Not a game for the

week at heart or have hang ups about germs. Take the infant's swimming pool and fill with water. Add one bag of gummy worms to the water. They will sink to the bottom. Have the volunteers take a turn at bobbing for the worms. The person who can get and keep the most worms in their mouth during their one minute try time wins. You can have the youth wear goggles to protect eyes.

Cereal Mania:

A- Shoot cereal from your nostrils to see who can launch one the furthest.

B- Rice Krispy Marble Dig: Fill a small swimming pool full of Rice Krispies and marbles and added water (milk is better, use the powdered kind to save \$\$\$). A representative from each team took off their shoes and socks and had to dig the marbles out with their toes.

C- Cereal art - Each team is given various kinds of cereal, glue, paper, and scissors. One rule: BE CREATIVE! After a certain amount of time, have leaders judge work.

D- Two representatives from each team play. A person was at one end of the room holding an upright bucket on their head. The other person was at the other end with a bucket of water and boxes of the large shredded wheat (some groceries stores do not carry them). They dunked the shredded wheat one by one and attempted to throw them in the buckets on the their team members head.

E- Cereal-eating relay. Five members from each team line up. One at a time they race to a table where they had to make themselves a bowl of cereal and eat it, then go back at tag the next team member.

Chubby Bunny:

Stuff your mouth with giant marshmallows, saying chubby bunnies clearly after each addition. The greatest number wins. Or, have people bid for how many they can do, the person with just a few bid may beat another who got 7 but failed because they bid 10.

CAUTION: There is possible choking hazard to this game, so proceed with discretion.

Colored Cool Whip Rinse:

For this game all you will need is some cool whip (one canister per team), different colors of food dye, and a few high powered water guns. Not to long before you want to run the game, mix the food coloring with the cool whip making each canister of cool whip a distinct color (Use only real Cool Whip. The imitations don't stick. Also, keep it very cold - the cool whip will begin to melt and not stick if it is out of the fridge too long).

If you have a small group, just divide into equal sized teams. If you have a large group, bring up several teams of people.

This is a two-part game. For part 1, each group paints one member of the group in cool whip. You can judge who looks best if you want.

Part 2 is when the team rinses the cool whip off with the water gun. The first team finished or best-rinsed team wins. Use tarps- this game tends to get messy, and it is a good idea to offer a decent prize to the winning team.

Grab Bag Scarf:

Obtain 2 bags of miscellaneous food items. They must have the same amount of items in each bag. Some items could be: package of unsweetened Kool Aid, a candy bar, soda, a can of sardines, a dill pickle, an onion slice, a clove of garlic, etc. Each bag should have 12-15 items in it. The object of the game is that the first team to eat the entire contents of the bag wins!

Note: Kids might need to vomit after a game like this so give them the bag.

Items needed: 2 bags, lots of food items.

Ice Cream Feed:

Lay plastic on the floor. Have pairs lie down head to head and feed ice cream to the person behind them. The first team to empty their bowls wins. This gets messy only on the fed persons face...and neck...and chest.

Ice Grab It:

Played like the game "Grab It!" (See above) But instead of a pail of water and soap, use a huge bucket of ice with a marble in it. Just like grab it if the quarter is heads up they go for the marble. Trying to grab it and get it out of their bucket before the other team does and goes to the front. Not as messy as the original but less soap in eyes and everywhere. Plus they get really cold hands!

One-Footed Blindfolded Peanut Butter Lifesaver Picker-Upper:

One volunteer hops around on one foot while blind-folded, picking up at least one of each flavor of lifesaver in the area. To begin, they must dip their foot in peanut butter, then hop around an area where three different stations of different colored lifesavers are set up.

Meanwhile, the rest of the audience, or several dozen members, surround the chosen one, but do not touch him/her. For the first round, the audience insults and deceives the blindfolded volunteer to keep them from completing their task. For the second round, the audience encourages and helps the volunteer successfully pick up at least one of each flavor.

Q-tip and Food Coloring Wars:

This is a messy game; so do game outside or in area easily cleaned up. Have a staff person wear a T-shirt, preferably plain white. Draw a target on the shirt that is big enough to cover the front of the shirt. Divide into 4 teams, each with a different color. Give each team 5 Q-Tips per person or an equal amount if teams are not even in number. (6 on team one, 7 on team two, 6 on team 3 - give team #2 five more Q-Tips) and give each person a straw (wide straws work best - McDonald's has them, but it would be wise to ask instead of just grabbing that amount). You also need a bowl or cup of water (about 1 cup of water per team) with enough food coloring added to color water well.

One by one kids dip their Q-Tips in the bowl/cup to color the tip. Then they shoot their five "darts" (Q-Tips) at the target on the staff person's shirt. It does not matter who shoots when as long as each person gets in his or her five shots.

The object is to hit the most points on the target.

Staff note: Make the target however you want in terms of points. Add up the total points or # or hits. You may just put a big (+) across the front making 4 different quadrants, one for each team and score it by how many times a team can "hit" in their quadrant. 2 points if they hit their own quadrant and 1 point for hitting someone else's quadrant.

Items needed:

Old white T-shirt (they'll need to be thrown out after this event!)
Enough Q-Tips for each kid to have 5
4 different food coloring colors
4 cups or bowls
4 one cup measures of water
Drop cloth
Tape to tape a firing line on the ground

Straws:

Have everybody hold a straw in their mouth from one end. Without using their hands or any other thing, have them work the straw around until they are holding it by the other end. People can compete against each other if it is too hard to tell the winner in a larger group.

Super Sundae:

Divide group into teams of 4 to 6 kids. In a giant bowl, see which team can construct the most original ice cream concoction using equal amounts of ice cream products supplied by the staff. Afterwards, award a prize to the team with the coolest sundae. THEN spring it on them that they have 5 minutes to see which team can eat the most of their sundae without using their hands or utensils. The team with most ice cream gone wins a prize.

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.

Golf Ball and Nylon Relay:

This game can be a relay, but I, personally, think relays just take too much time and leave kids just standing there bored . . . so I usually do this as an up-front game for everyone to watch a couple people do.

Tape two lines on the floor about fifteen feet apart. Have ready two pair of pantyhose and four golf balls. Put one golf ball in the leg of the pantyhose and one golf ball on the ground. After wrapping the other leg of the pantyhose around your waist, the leg with the golf ball should be hanging down in front of you just barely touching the ground. With movement from your body alone, you are to hit the golf ball on the ground with the one hanging from your waist. The object is to move the golf ball from one line to the next. Pass the pantyhose to the next person and they must go back. This is repeated until 5-10 people on each team have completed the task.

Items needed: 4 golf balls, tape, 2 pairs of pantyhose

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 back up, or the back person runs it to the front of the line, etc.) wins.

Q-Tip Shuffle:

Another stupid relay . . . but some of you might actually like those pathetic things! Several teams divide in half and stand in two lines on the opposite sides of the room for this relay game. A person in front of the line shoves six Q-tips in different orifices of his/her body (sticking out of pockets, between knees, protruding from armpits), then shuffles across room to the person in front of the other line who grabs Q-tips with their teeth, and drops them on the floor. That person then sticks the Q-tips on their body somewhere and does the same, running (shuffling) back to the original line. First team to finish the relay 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 on to 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.

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

Mummy Race:

Have team select their mummy - best with very tall or large guys. Then have 4 or 5 "wrappers" (usually short girls) whose job it is to cover every exposed surface of the person with toilet paper. Make sure you have plenty of cheap TP. May take 10 or 15 rolls.

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:

Dive 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 stood 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., Santa Claus, 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.

Estrogen 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 (makes playing field level and less dependent on athleticism).

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.

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!

Themed Events/Games

Melon Fest Games

Watermelon Helmet Contest:

That's right, have each team carve a helmet (or helmets) out of watermelons. You can go for the gladiator look or for the Darth Vader look. Team members must wear helmets throughout the event.

Watermelon Seed Spitting Contest

Cantaloupe Bowling:

Create an alley in the parking lot and set up 2 liter bottles at the end. Leave the 2 liters full and give a bonus if you bust the 2 liters open.

Melon Armor:

Give each team a ball of string, a roll of duct tape, a knife, and about 5 of each kinds of melons. Have each team dress one of their team members in FULL MELON ARMOR. That's right- dress up this person in as much armor, made of melons, as humanly possible. (You might want to make the team member a guy!) Make sure to judge the winner. Also, take pictures of all the teams!

Watermelon Toss:

You guessed it- get your two strongest guys to do the age-old egg toss (line up facing each other, toss to team mate, back up a step, toss back, and so on . . .) but with a much heavier item! CAN'T hit the ground. Last pair still tossing wins!

Seedless Watermelon Eating Contest:

Bring 2 representatives from each team up front-- an eater and a cutter. At "Go" the cutter starts cutting watermelon for the eater to eat. Eater scarfs down as many watermelons as possible in a given period of time.

Ultimate Cantaloupe:

This is just like Ultimate Frisbee . . . but with a cantaloupe! Divide into two teams, each trying to get to the opposite end zone. Instead of a kick-off, just have one team start on their end of the field. When a player catches the cantaloupe, they can take only 3 steps then they must throw/toss it. Teams work their way down the field, passing to each other until a team scores. If the team hits the ground it's the other teams ball (melon actually). An added twist: if one team busts the cantaloupe, the other team automatically scores (have extra cantaloupes available) No knocking the melon down, like in ultimate Frisbee- in Ultimate Cantaloupe, it always goes to the opposite team of the last person to touch it before it hits the ground. Defensive players must give any person already holding a cantaloupe at least 3 feet clearance.

Bobbing for Melons:

This game requires a pool or some other large body of water. You can play this many ways- one way is to fill a pool with all kinds of melons, even a few vegetables of choice (cucumbers, squash, etc.) Then give a team a certain amount of time to retrieve the melons, vegetables, etc. Increase the degree of difficulty by doing this at night with no lights, or putting Vaseline all over the melons.

Steal the Melon:

That's right. Plain ol' "Steal the Bacon" with a greased watermelon in the center. (Line up two teams facing each other, number them off, call a number and that person has to grab the watermelon and get it back to their side).

Tube Mania**Tubal Injury:**

Steal the bacon with inner tubes -Mark a large square in the field and place a stack of seven to ten inner tubes in the center of the square. Divide the group into four equal teams, each one lining up on their side of the square. Number the players on each team from one to however many players are on each team.

The object of the game is to get as many inner tubes as possible across your team's line. Call out several numbers. The players with those numbers run to the center and start dragging the inner tubes to their lines. There may be several players tugging on the same tube. Each tube successfully pulled across a team's line is a score (one point) for that team.

Once the kids get the hang of it, add a soccer ball to the game. Each team gets a point deducted from their score if the ball is kicked over their line. Team members along the team line act as goalies. Once the ball touches the ground in their territory the point is scored against them.

To further complicate the game, add a cage ball, or earth ball (four to eight feet in diameter). The team that gets this ball across their own line gets three additional points.

Criss, Cross, Crash:

Good name for this game. Be very careful- if you don't use good safety precautions this could result in injuries. Divide your crowd into two teams, each team in two groups for a relay. Line the teams up in four corners of the playing field, each team diagonal with it's partner team. Give each group 2 or 3 tubes (depending on size). The first team members must step into the tubes, pick them up (so they look like a Michelin Man) and run diagonal to their partner team. Of course their partner team and two opposing teams are running through the same intersection so look out! First team to switch all players across the diagonal one at a time is the winner.

Jump Through:

This is a simple relay where you give each team one tube and they race to see who can get their entire team through their tube first.

Michelin Man Bumper Tube:

This is basically Sumo Wrestling for poor people. Two players battle each other, each holding a tube like a belt or belly. Draw or rope off a small circle that they try to bump each other out of.

Tubal Tug:

Get 5 inner tubes (small to medium sized ones work best). One of them serves as the middle ring. Tie 4 ropes (ropes should be 8 to 10 feet in length) to this middle tube (you have to have your tubes tied for this game!!!) Tie the other ends of the ropes to the other 4 tubes - one rope to each tube. Next you will need 4 cones and 4 tennis balls. Lay out the inner tube contraption, putting the center ring at the center (duh...) and the other 4 stretched out to the noon, 3, 6 and 9 o'clock positions. Then place the cones with the tennis balls on top about 10 feet out from the inner tubes. Kids then get in the inner tubes and on "Go" they attempt to become the 1st person to get the tennis ball off their respective cones (thus a four way tug-o-war). Since they are essentially pulling against 3 other people, from different directions, it's not always the biggest/strongest that wins. Caution: don't do this game on cement/asphalt because someone always slips or falls down and then gets drug across the ground by the other players.

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.

The Big Squeeze:

Easy game for a big group (at least 20, if not more). Quickly divide into 2 teams and announce that each team will be racing to squeeze into the shape of the item mentioned. For example: if the leader yells out the word "football" the teams must squeeze into the shape of a football as would be seen from above. Keep score- first team to 10 wins.

Good squeeze shapes:

California

A dog

A pair of sunglasses

A baseball bat

A shark

A map of the U.S.A.

Youth group leader

Christian Strip:

Have group sit in a circle. Give them a paper grocery sack. (Quantities available at your local store for about \$.03 ea.) Tell them that you're going to play a game called "Christian Strip." Tell them to put their sack on their head. When everyone has a sack on their head, tell them to remove ONE thing they DON'T need. Guys and girls will begin removing rings, watches, shoes, socks, etc. Watch closely though because one or two always figure out the game and immediately remove their sack. Motion for them to remain silent because the group begins to catch on. There will always be at least one guy or girl who never catches on and the group will laugh hysterically! STOP the game however, when the group has exhausted simple things. Keep it in good taste!

Defend Your Socks:

Use tape on the floor to design an "arena" and have all contestants take off shoes but leave socks on. You can have as many people participate, but remember the more kids, the bigger the arena should be. The idea of this game is to keep your socks on as long as possible! There is no standing, so everyone is crawling around on the arena trying to pull everyone else's socks off while trying to defend their own socks. You have to be careful in this game as sometimes the group thinks it would be easier to grab someone by their trousers and pull those off!

Find Someone Who:

Give out the "find someone who list" to students and have them go from student to student looking for someone who meets the description on their list.

Example: Find someone who is wearing blue pants.

The student who fits this description signs their name. Students then go off to find someone else that meets a description on their list. The winner is the one who has their sheet filled out first and most accurately. You should read aloud the list with the person's name that signed it. Have the student who signed the list verify the information.

Example: Find someone who can belch the alphabet. If Joe signed that item, have Joe come up and demonstrate.

Items needed: Find Someone List (make one up.) Make enough copies for everyone. Pencils or pens.

SAMPLE "FIND SOMEONE WHO" LIST:

Find someone who has a birthday in February and have him/her sign his or her initials here.

Find someone who has been to Colorado before and leapfrog over him/her. Then have the person initial here.

Get seven leaders to sign the back of this sheet.

Find someone who has a birthday this month and sing "Happy Birthday" to them have the person initial here.

Find someone to listen to you say "toy boat" ten times quickly. Then have them initial here.

Get three other people to link arms with you and do the cheer "lean to the left, lean to the right, stand up, sit down, fight, fight, fight!" Have each person initial here.

Give someone your ugliest face and have him or her initial here.

With two other people, face the front of the room, put your hand over your heart, and say the "Pledge of Allegiance" in unison. Initial each other's papers.

Have someone tell you about the best Christmas gift they ever received. Then have them initial here.

Get a hair over 5 inches long from someone else's head. Let them pull it out. Have the person initial here.

Give someone a backrub and have them initial here.

Find someone who has blue eyes and have them initial here.

Find someone who is left-handed and have them initial here.

Find Someone Who Bingo:

Same game as Find Someone Who (above) but the find someone who's are organized in Bingo rows on a piece of paper (a Find Someone Who Bingo Card). First one to get 5 across, down or diagonal wins.

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.

Melt that Ice Cube Mixer:

Divide the group into two or three teams. Give a large block of ice to each group. The team has to melt the ice any way they can (i.e. crushing, breaking, friction, body heat etc.). Play until one team melts ice completely, or weigh before and after to determine winner. Prepare for water.

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.

Pass the Card:

Line the kids up, and have them pass an index card down the line as fast as they can using only their mouths. You need to suck in wind to keep the card on your lips in order to pass it (by blowing out) to the next person in line. This game is especially great with boys, because if one person drops the card at just the right point, the two come very close to locking lips. The first group to pass the card all the way down (and back if you wish) wins. CAUTION: It is strongly advised not to mix boys and girls for this game.

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**