

### **Airplane Blitz**

Bring a stack of copier paper and let the kids make lots and lots of paper airplanes. Then you need some way to clearly divide the room in half. (The taller the divider the better.) A couch works, but even better was a rolling chalk board. Put half the kids on each side of the divider. Put half the paper airplanes on each side of the divider. Explain that they can only throw ONE plane at a time and they must stop when the leader says "stop". Say "Go". They throw the airplanes over the divider as fast as they can. Planes are flying in both directions. Let them go about 3 minutes. Give them a ten second warning and then say "stop". Count the airplanes on each side of the divider. The team with the least number of planes wins. Repeat it a number of times, keeping track of the wins to get the champions.

A quicker variation: Throw a big bag of loose socks.

### **Alphabet Ups And downs**

Choose a story with many alliterations (I like to use "Fat Fireman Foster" or "The Dreadful Dragon with a Diamond D" from my little boy's Sesame Street storybook). Read the story to the group. Instruct group members to stand up or sit down every time they hear a word that begins with the letter you designate. The quicker you read, the sillier it gets! (One of my favorite passages: "Fat Fireman Foster was a faithful, friendly fire fighter. He was fabulous when a forest fire flickered freely through the fair forest....")

### **An Acting game**

What you need is volunteers (or 2 groups of volunteers competing against each other. Keep the number of volunteers in each group small, say 2 or 3. You give them a scenario (say a child who came in late). Then you tell them to act out the scene, but they have to integrate the sound effects that you play with the scenario. Play sound effects, some can have nothing to do with the scene (like in the scenario above, my youth leader played the sound of a bomb, and of a lot of other things). The only real object is to come up with either the most accurate to the sound effects skit, or the most humorous skit (usually the latter).

### **Animal Game**

Have group form a circle sitting in chairs. One person is to stand in the middle as the "ring master". Everyone is to choose an animal name for themselves (dog, rhino, hippo, monkey,...). The person in the middle is to have a wadded up newspaper to hit the animals...make sure it is tape up well because it will fall apart! You start with one person asking them to call out one of the animal names in the circle. The person whose name was called must call out another name before he/she is swatted by the ring master. This goes on until someone is swatted before another name is called or they call out the ring master's animal name. Once a person has been swatted, they are to become the ring master and the former ring master. take that person's seat. This game is a lot of fun and can be tweaked to make the rules better.

### **Apple/Marshmallow bob**

This game begins just like the regular bobbing for apples. However, this game adds a new twist. Immediately after bobbing for apples, the person bobs for marshmallows in a bowl of flour. You can just imagine the results. The game is quite messy so make sure the floor is covered with plastic for quick and easy clean up.

### **Architect**

My kids love games where they have to work together to build stuff. So we've done a variety of building activities that are always a success. Divide your group into groups of 4-5. Give each group about 100 sheets of paper and a roll of scotch tape. Give them 30 minutes to build a platform at least one foot high. A hymnal must be able to be balanced on the top of the structure. When all the teams are done, gather everyone around one structure at a time. Let the team members begin placing hymnals on top of the structure. The structure which can support the most hymnals without being helped is the winning team. Another variation is to build a bridge between two chairs without touching the floor. Give the groups a pack of straws, paper, and tape. Same idea. You can use hymnals again or use a remote control car to cross it.

### **Atomic Fire Bunnies**

The game is a play off of another game called.... CHUBBY BUNNY.

WE IMPROVED THE GAME!!! ... we use "atomic fireballs" (those red hot dime-store candies) for the game. RED GOOK GOES EVERYWHERE!!!! It's a little more about how hot... than it is about how many.... we like this better because it's more interesting (messy) and... it is safer. It is very difficult to get three cramped up marshmallows out of the back of a kids throat... remember they may just choke. With the fireballs... they are more likely to spit out the solid objects and less likely to get so many in their mouths that they don't still have room for things like.... breathing. With this game we have them repeat interesting scriptures instead of only saying "chubby bunny" or whatever it was.

### **Backdraw**

Break your young people down into several teams. Have the kids sit on the floor (or in chairs) facing back to front in their teams (similar like that of a train). With the group in single file lines, give the persons on the back of the line an object to draw. That person then is to draw the object you gave them (drawn on a small piece of paper, etc.) on the back of the person in front of them with their finger. Then the next person does it likewise and so on and so on until the person in front of the line draws on paper what you gave the person on the back of the line. The first team done and draws the best picture wins!

### **Bag of goodies**

Gather all kinds of really horrible foods - ones that are quick to open and eat. For instance, baby food, fresh produce, chips, crackers (small box), etc. Everybody is behind a line, 10 ft. One member/leader is holding the garbage bag with these items in it. The member behind line has to go up to the bag, pick something out, by feeling, not seeing what it is, eat it there, then run back to end of line. Race to the finish. If you don't like something, you still have to eat it since you picked it. (Be aware of food allergies).

More cruel choices are onions, salami, warm ginger beer (remember, you have to chug it!), a whole pack of gum/candy. This works well if you are a hungry bunch!!:)

### **Bald is beautiful**

Select several guys with moderately long hair (but not more than 5 or 6 inches...) Select several girls to be the "stylists". Each boy pulls a nylon stocking over his head completely covering his hair but allowing his face to still show. The stylists then begin poking toothpicks through the nylon hose and pulling out tufts of hair. The most bizarre hairstyle wins the contest! I've had several guys wear their new hairstyle all night long! What a hoot!

### **Banana blowout**

Pick two unsuspecting teenagers (the younger, the better!).

Cut the legs off the hosiery. Use the two legs to place over the heads of the two contestants challenge them to chew up a banana in their mouths as gushy as possible. Then place the legs of the pantyhose completely over their heads. Hand them a cup and tell them that they have to push the banana from their mouths through the pantyhose into the cup they are holding. Of course, none will go through. For fun, pull the top of the legs as they are pushing to smear it all over their faces. It is one of the funniest pranks we have ever played. We use it every year to initiate our newest members!

### **Barnyard game**

There are several ways of doing this. Either in the dark or in a lighted room. Dark is a lot more fun, but you need to make sure none of the adults are playing (because of liability and Harassment). It does work well in a lighted room too. While the 'kids' (Term used loosely - since most of the people reading this would probably consider me a kid at 20) are coming into the room assign them animals (i.e.: Donkey, Chicken, Horse, Elephant - get creative). Tell them not to tell anyone what animal they are. They have to find everyone else with the same animal that they have. They do this by making the animal sounds (They may NOT talk). Give them a while, and when it seems like they've all found their groups, let them stop. You can also play other games with they groups they've made. They can do some mixers in the small groups - get to know each other.

NOTE: You can have each group hold hands once they've found their group - Jr. Hi Usually Loves the idea, and High School usually doesn't really care.

### **Banana slowdown**

Everyone has a banana in good enough condition to eat. 2 teams face each other in parallel lines. The people have to put their banana in a pocket. When the signal is given, the people must draw their bananas like guns and instantly peel it and eat it as fast as they can. Whoever has their banana eaten first wins.

### **Bibiddy bop bop**

Start with everyone sitting in chairs in a large circle. Pick one individual to stand in center of group. The standing individual points at anyone sitting, and says "Bibiddy Bop Bop". The individual he points at must say "Bop" before he finish's or he loses and becomes the center person. If the center man says anything other than Bibiddy Bop Bop, and the person he points at says Bop, he loses, and moves to center. It keeps people thinking.

### **Scripture basketball**

Get all the teens in your meeting to put the chairs into a square with an equal number of chairs on all four sides. Place a large garbage can in the center of the room with the chairs around the can and facing the can. Ask them scripture related a question, the first one to raise their hand gets to answer the question. If they are right they get to shoot at the can with a basketball. If they miss, the ball can roll until another person gets it. While the ball is rolling no one can leave their seat. This is a good way to review the previous week's lesson. Hint: give the four teams NBA names to add to the fun.

### **Scripture detective**

This is a great game for any number, as long as you plan the number of teams in advance. It is a scavenger hunt for your building. The kids really got a kick out of searching around the building. Give them a "clue", something that they have to find from using the scriptures. Such as finding a separate word in each verse, then putting together all of the words to spell out the clue. Clues would be under chairs and various places. The clue they find would lead them somewhere else and so on until they come back together at the designated meeting place. Not all of them have to be spelled out. You can also give a verse that infers an area of the temple or venue so they have to reason it out.

Put the clues on color coded cards so that one team will not accidentally look at another teams clues. It is also a good idea to have the teams in different areas at the same time. Make the blue team's 2nd clue be the green team's 5th clue, so that they would not be looking in the same place at the same time. First team to get all of their clues back to the meeting place wins. Good to build teamwork and searching the Gita.

### **Scripture scavenger hunt**

Gita SCAVENGER HUNT: Teams of 3-6 try to find items in the temple with a list of Gita clues. Each item needs two verses for the clue - one that hints at the room, another that names (generally) the item. For instance, for the pulpit we had a verse with the word "sanctuary" and one with the word "altar." For a phone in the 3rd grade classroom, we had a verse with the word "three" in it and a verse with the word "bell." (Or something to that effect) Then we had a post-it note hidden in or under the item so the kids knew when they found it. I don't know if this is original, but I made up our version of it.

### **Scripture trivia**

Have your youth search for Gita Trivia and the first to find it will win a Blow Pop or some other type of reward. For example you can have them find the first mentioning of a rainbow in the Gita or they can find the creation of man in the Gita, have them find a story about a big fish etc.. The kids love it and really get into it. Also, it makes them want to bring their Gita's. The game can have all play questions where both guys and girls would participate or it could have single play "just for girls/guys". The game can be however long you make it and it can be however difficult you make it. Enjoy.

### **Biddleybump**

This is a good game to get your kids to know each others' names. Have everyone get in a circle with someone in the middle. Have everyone learn the name of the person on their right and left. The person in the middle points to someone and says "Right" or "Left" and the person that was pointed to must say the name of the person on the side indicated before the person in the middle says "Biddleybump" If the person in the middle says "Biddleybump" first, then the person that they pointed to becomes the person in the middle and the former person in the middle takes their place in the circle. If not, the person in the middle picks someone else and continues until he/she wins and is replaced. This game will last as long as you allow it to.

### **Blanket in between**

first separate into two group and then have two person holding one end of the blanket. As the game start, each team send one member to be in front of the blanket. When the game master shout one, two and three as the blanket is let off, the person that is playing is to shout out the name of the person in front of him. Who ever win, win a point.

P/s : You can use other character name in movie or fruit name to represent each person.

### **Blind square**

Blind-fold the kids and get a giant piece of rope that is tied together at the ends. Have them form a square.

### **Blind numbers**

Instruct each person to scatter around the room. The instructor will hand each individual a small piece of paper with a number on it (total amount of the group) and advise the group they cannot reveal their own number. Blindfold the group. Advise the group that there is only one rule in the game and that is "No Talking". The object of the game is to form a single file line in numerical order with their assigned numbers. Remember, NO TALKING PERMITTED. Hints: Find the person with the number lower and greater than yourself. Clapping your number with your hands, tapping the person with your number and positioning the identified person's number in front of or behind you is one key to success. Video tape the game and playback for loads of laughter! Limit to 20 minutes for added difficulty.

### **Blindfold rope activity**

Here's a good game to play when you would like to get an idea of the natural followers and leaders in a group. It requires a big space and some rope, and blind folds for each person. It is a great way to watch people and see who the problem solvers and followers are in the group. Have the kids get in a circle and put their blindfolds on. NO PEEKING. The rope you have is a continuous loop long enough to give a space of about five feet between each person. translated: REALLY LONG.

Go around the circle and give each kid the rope. Now tell them to make a square using only their voices and tugs on the rope as communication.

A few things you will see: some people are totally lost, while others immediately jump forward and take control. Another thing I look for are the people with frustrated looks on their faces; you can see the ideas they are having for solving the problem but they never seem to get to say them. These people sometimes turn out to be your best leaders (in my experience). I would sometimes ask questions about who was leading and who was following... not always though.

### **Blow ball**

Another great game to play is called Blow-Ball. The problem is that once you play it the trick is revealed except to new students.

You place two people across the table from one another.

Give each player a cracker.

Place a ping-pong ball in the middle of the table.

Tell each one that they have to eat the cracker and as soon as they can blow the Ping-Pong ball off the other side.

Whoever blows it off the other side wins.

Now comes the fun part. After playing this several times or even for several weeks announce that this game is becoming too easy to play. Blindfold the two players and instead of putting the Ping-Pong ball in the center place a hand full of flour. Both players will end up with flour all over them so be warned this is messy. Not to mention funny.

### **Bobbing for kitty litter**

Take a long tin, dump Grape Nuts cereal into it, then toss in some slightly nuked tootsie rolls and mix.

### **Boundary breakers**

The leader asks a series of questions. Actually, there are over 100 questions that come with the little packet, but I didn't use the packet. I just made up some questions. Anyway, the questions range from shallow to deep. For instance, 'What is your favorite color?' would obviously be a shallow question, but, 'What do you like least about your parents?' would be a deeper one. The purpose is to get the kids talking. Go around the group and ask the same question to every person in the group. Start with something shallow, then move towards deeper questions, and back towards shallow. Finally, ask questions about the questions: 'Which answer surprised you the most?' Give everyone an opportunity to answer. A person may skip, but always come back to them and have them answer the question as the last person. This works best with groups from 7-12 members. If you have a big group, then split it up into smaller groups. I have done this. It works really well.

### **Bubble gum sculpture**

\*We played this game with a group of about 30. It's just as good with smaller groups, and with larger groups you might want to divide them into more than just 2.\*

Divide your group into 2. Ask for 2 very brave volunteers out of each group. {Don't tell them what they're volunteering for} Set the 2 volunteers up at a table top, and give them a plate or flat dish. (we used cookie sheets) Give the rest of the groups the bubble gum, and tell them to chew as quickly as possible.

Have them chew it only until it is soft, and then give it to the volunteers in their group, and start chewing the next piece. As the group is chewing, the volunteers need to be working on their sculpture. Set a time limit, say 10 minutes, and give them creative ideas of what to make- such as pizza, turtle, etc., but it has to be something difficult. When the gum chewers are through, have them step back and watch, they're in favor of neither group and will be the judges. We gave a prize (a Hindu cd) to each of our winning volunteers, since they were so brave! Note: Instead of regular stick gum- such as Wrigly's, I would suggest using larger gum drops- such as Bazooka. {It's much easier to work with!} Keep it cheap, because you'll want to buy enough!

### **Chocolate challenge**

Hold up a \$20 bill or larger challenge any youth at can drink the entire half gallon of chocolate milk in less than 5 minutes can have the money. After you get a volunteer add the fact they can not puke it back up.

It is 99% impossible to drink that much milk in that short of time with out it coming back up! You can use it in conjunction with a lesson on Ego and the trouble it can get you into.

### **Chocolate bar scramble**

Great game for groups of 6-10. Place a chocolate bar in the centre of the table. The candy should stay in its wrapper and, to make the game last longer, you could wrap the candy in gift-wrapping paper as well. Each person sitting around the table takes a turn at rolling the dice. The 1st person who rolls a six gets to start eating the candy bar -- but only after he puts on a pair of mittens, a cap, a scarf; only after he runs once around the table; and only with a knife and fork. While he is getting ready (according to the instructions above) to eat the candy bar, the group keeps taking turns rolling the dice. If someone rolls a six, then the person who rolled the six before him relinquishes his right to the candy bar, and the 2nd person must try to eat the candy before someone else rolls six. The game is over when the candy bar is finished.

### **Psychiatrist**

Have a smart volunteer from your youth group exit to a spot out of ear-shot.

Ask for/make up a topic/problem that is wrong with the group. {I.E. everyone thinks they are the person on their left.} It is more fun when it is something they can act out. Bring the psychiatrist back and give them a time limit to get the problem pegged. {yes/no questions only} Switch psychiatrist, get a new topic, and go another round.

### **Chubby pickle**

Grab a tarp or garbage bags to protect the floor, a bucket in case of an "emergency" and some students to duke it out in this "that's disgusting" version of Chubby Bunny. Give each five dill slices to start and have them say Chubby Pickle instead of Chubby Bunny. Works great to get representatives from all grades and then pit the guys vs. the girls. No swallowing, spitting of juice, or chewing and the words "Chubby Pickle" must be intelligible. Prepare to see some serious slime.

### **Airlines**

3 volunteers and four helpers.

This is another good game for during your meetings. Have the volunteer come up and tell them they are going to fly on (Your Group Name Here) Airlines! Bring them in one at a time and have them stand on a wide, strong board. They put their hands on the heads of the two volunteers on either side of the board for stability. The other volunteers grab the ends of the board and start to lift it to about waist high. Then back down. Blindfold the volunteer and do it again - but have the lifters only raise it about 2 inches off the floor. The stabilizers slowly sink down to their knees to make it appear that the board is again waist high. The lifters start to rock the board until the volunteer tries to jump down 3 feet from a two inch high board.



### **Clothespin opinion poll**

A unique way to get your kids to share their opinions. Hang a clothesline across the meeting room. On one end have a sign that says, "Strongly Agree" and the other end says "Strongly Disagree." Mark the center of the clothesline for reference. Get wooden clothespins and allow the youth to decorate them as they wish so they'll know which are theirs. Each week at the close of your youth meeting, read a strong statement to the group. Ask your youth members to think about, talk about and research the statement during the week. At the beginning of the next meeting, have each member clip a clothespin on the line where it best reflects his or her opinion. Spend the first few minutes of the meeting discussing the results. The topic can be independent of the meeting's main lesson or it may be used as a great intro. to a relaxed subject.

### **Compliment me**

Write lots and lots of general CHARACTER compliments on small peices of paper (things like: "you are a good listener" or "Youth Group is more fun when you are here"etc..) I wrote enough so that each kid would have approximately 5 each. Then write each kid's name on an envelope. During youth group, lay all the evelopes in the center of the circle and pass out all the compliment cards to the kids. The kids then put each compliment card in the envelope of the person that they think it fits too. At the end, give each kid his or her envelope so they can read how great the others think they are! It sounds cheezy, but our junior highers LOVED this 'game'. A little encouragement never hurts!

### **Cotton ball hockey**

This is a funny game to play during your meeting. Have two people come up and kneel on either side of a low table. Spread a bag of cotton balls on the table and have each person put on gloves. They are then blindfolded. Tell them they have to sweep all the cotton balls off their own side of the table. Quietly remove all the cotton balls and yell go. The teens are wildly sweeping an empty table as the group keeps screaming for them to hurry.

### **Cracker ping pong**

Get 2 volunteers to kneel at opposite sides of a table with hands behind their back. With masking tape, mark a horizontal line down the center of table, representing the division of the two sides of the table. Tell them the object of the game is when the leaders places the ping pong ball on the table, they have to blow it (no hands!)and try to get it past their opponent (off the side) They can only blow and block the ball with their chest to keep it on the table. The catch is that before placing the ball on the table, each contestant is given a dry cracker, such as a Saltine to chew quickly before they begin blowing! Hilarious fun! They laugh so hard when they blow and cracker crumbs fly out of their mouths that the game gets really goofy!

## **Cracker jack**

This game is a relay between however many players you would like. Simply have one person eat crackers before attempting to blow up a balloon ... then, have the person put the balloon between their ankles while another participant tries to pop the balloon (after first chugging a can of root beer) without using his hands or feet (ie mouth, or any other part)

## **Create a commercial**

Gather various products from around the temple or home. We used breath mints, fabric stain spray, a can of pinto beans, a stapler, vitamins, etc. Divide the kids into small groups. The size of the group may depend on the number of items. Aim for four or five in each group. Get more items if needed. Tell the kids to come up with a 30 to 60 second television commercial for their assigned product. Don't tell the other groups what your product is. Give them five or ten minutes to develop their commercial, then begin taking them into a prepared studio (a small classroom is fine) where they will do their commercial. Of course, a leader will be filming with the video camera. The other groups can be working on their commercials or doing another game while waiting for their "studio time."

After all the commercials are filmed, show them on TV to the whole group.

This is ideal for a lock-in. We had lots of fun. The pinto bean commercial was a real "gas."

## **Death drum**

This idea works well in a worship service stressing hunger and starvation in the world. According to statistics (need to be updated) someone dies of starvation every eight seconds. During the worship service, have someone beat a drum every eight seconds to symbolize another death taking place. The drum interrupting the normal course of the service dramatically illustrates how often we try to ignore the problem of hunger in the world but it just won't go away unless we do something about it. \*\*\* My twist: Show slides of hungry children, etc. and in silence, have the drum beat while the kids watch the slides.

## **Devotional The "sin" rock**

For devotional, how about giving everyone ten minutes to go off and find something that reminds them of their relationship with God. Tell them that they will have to explain why their item reminds them of God. You'll get lots of flowers, a few rocks, and some surprises. Talk about how beautiful or solid or amazing that a relationship with God is.

After that, hand each of them a softball size rock that you had collected before that day in private. Call each of these rocks "sin." Talk about what sin is and how heavy and ugly it is. Talk about how rough sin is and how, after awhile, we all get tired of carrying sin around. Make sure that everyone gets a good idea in their little noggins about what sin is then challenge them to, silently, think of what their sins are and the areas in their lives that need improvement. Talk about how if this rock was really like sin, it would grow and grow and grow to a point that it would be too big for us to carry. Talk about how God allows us to "throw off" our sin. Let us fix our eyes on Krishna. Finally, have each kid, individually take their "sin" rock down to the shoreline and toss it as far out into the lake as they can, never to be seen again.

## **Disaster game**

Supplies :

1. Bowling ball
2. Colored paper house, water, silo, and land
3. Pencil and paper

Object: to survive

Opposition to survival: Natural disaster and man made calamity

Play begins in this way; participants each form the following from the corresponding paper:

1. Paper house (fold paper in half to form a frame dwelling)
2. Paper water blue square of paper
3. Land (for income and food) brown paper square
4. Roll yellow paper into a tube to form a grain silo

Place items on the floor according to your own personal strategy. The disasters come one each day in this game. They come in the form of a bowling ball rolled slowly (very, very s l o w l y).

Each object covered by the ball is considered destroyed and removed from the game.

Special note: This is a game of reliance. Because one person cannot survive without all four items sharing becomes strategic and necessary.

One person may survive without some of these things for the following time.

Shelter (paper house) .....3 days

Water .....1 day

Food (paper silo) ..... 2 days

Land .....4 days

Resources can be shared in the following manner:

One shelter will support 3 people

One food will support 2 people

1 water will support 3 people

1 land will support 4 people

## **Do you love your neighbor**

Here's a icebreaker that they can play as a group. With chairs formed in a circle, make sure everyone has a chair, you will then take away one chair and you can decide who will be the person that's "it". The person that is "it" will go up to another person, and have that person stand up and they will switch places (person "it" now has that person's chair) still remain standing and face to face person that was "it", asks "do you love your neighbor" ? New person "it" says Yes especially those who have eyebrows! Then all must leave their seats and can only run to the chair open across from them, they may not move to the seat that is to either side of them. The group has only three chances to say no, to the question "do you love your neighbor"? When saying no, all must leave their seats and find another seat. Example for other replies to do you love your neighbor are, especially those who love Krishna, those who play basketball, those who are wearing T-shirts, or the color of clothing, etc... If no is replied the fourth time, the game is over. It gets pretty loud, but the teenagers love this game.

## **Domino race**

Here's a simple, fun and easy idea.

Get a bunch of dominoes. In a small group, give each kid 20 dominoes and have a race challenging them to set them up in a line, on edge (you know, so they tumble and knock each other over...). Tell 'em it's a race to see who can set them up first.

Applications:

- 1) The domino effect as it relates to lying, drugs, sex ... any sin. It always has its effect on other aspects of life.
- 2) Start them off on a carpet to make it more difficult. Tell the kids their dominoes have to be less than 3 inches from the floor at all times (no tables). Kids may figure out to use books, board-games or something else as a more stable foundation. Then the discussion focuses on putting Krishna as the foundation to our lives.

## **Drop the keys**

You have everyone sit in a large circle, in chairs. One person is in the middle (There should be one less chair than people like in musical Chairs). The person in the middle had a set of keys. They go around the circle, and grab a person, who in turn grabs another. This goes on until the first person drops the keys, then everyone has to find a seat. The last on standing is "it" and the whole process starts again.

## **Dutch Blitz**

"Dutch Blitz" is a card game which uses a special deck of colorful cards. This can be found at many games stores. This game is for up to 4 players. Imagine a very fast-paced game of Solitaire involving 4 people, and you have a vague idea of what Dutch Blitz is about.

The giant outdoor version involves painting up giant Dutch Blitz cards (2 by 4 feet, sheets of corrugated cardboard) and playing the game in 4 teams, using the same rules as the "regular" version. You'll find that there is a lot of running around, lots of teamwork (flipping cards, making decisions) and overall this game works very well. We've done it indoors during rainy evenings but be careful that nobody crashes into walls or other people.

## **Eggs in a tube**

I went to K-Mart and explained my game idea to the clerk, and she gave me the flexible outer tubing from a vacuum (sp?) cleaner for free! I took the tube and cracked 3 raw eggs into the middle. I got 2 volunteers, and put one at either end. The two kids blow as hard as they can until one has to take a breath. Guess where the eggs go when that happens? Fun stuff!!!

## **Electricity**

Instruct the group to stand in a circle and hold hands. Select one person to be "it" and stand inside the circle. The object of the game is for "it" to catch the electricity that is passed around the circle. The electricity is passed by squeezing the hand of the person standing beside you. The electricity must be passed quickly and can change directions. When "it" catches the electricity, the person caught becomes "it" and the game continues.

## **Faith**

Start with asking for a volunteer to test his/her faith.

Have 2-4 people stand around the volunteer and have the volunteer close his/her eyes and lean in to the arms of the people around him/her. Have the catchers push the volunteer around to each others arms. Also have the catchers delay pushing the person for the increased scare affect. Play until all who want to have a turn get to be caught. This is a fun game when there is nothing else to do. Enjoy!!

## **Faith related activities**

Here are a couple of "faith related activities" and cool examples and stuff to do with a program on faith.

1) Do a "trust fall" where someone stands in front of you or another leader with eyes closed and arms straight out to the side and has to fall back, without stepping back, and has to have faith that you will catch them. Practice a couple of times to get the feel for it and to make sure you can be there to make the catch. Be reassuring so that they can have faith in you. It's a hard thing for the person in front to do. Follow it up with talk about having faith in God to catch you.

2) Tell the story of the guy that was a huge fan of a acrobatic tightrope walker at the circus. (I'll give you the quick version. feel free to embellish and ham it up a little.) He went every Saturday night to see him and cheer him on. Every Saturday, the acrobat would yell down something from the tightrope like "Do you think that I can walk backwards across the rope?" The guy below would ecstatically yell, "Yes... Yes... You are the best!!! You can do it!!!" And the acrobat would do just that. Every Saturday, the acrobat would yell down a new challenge, the guy below would yell back his support and overwhelming faith that the acrobat could do it. Then the acrobat would do it. Finally, one night, the acrobat yelled down, "Do you think I can push someone across this tightrope in a wheelbarrow?" "Yes!!! Yes!!! I know that you can do it!!!! You're the best!!!" yelled the man... The acrobat yelled back down ... "Then come on up here and hop in..." (Follow up this little ditty with some talk on the difference in saying that you "have faith" and really having faith in God. Challenge them to think "Am I willing to keep that faith when I am put to the test?")

4) Show the last part of "Indiana Jones - The Last Crusade" ("heads up" on that copyright jazz) where Indy has to step out onto the invisible "Bridge of Faith" and walk across it. It's not exactly the most theological footage, but really draws the kids in. Follow it up with talk on having faith that God provides where he says that he will. My kids loved watching this. Just be sure to start showing it AFTER the part where that dude's face melts off. That can really gross some kids out and could distract a tad. I know that I always get a little distracted when someone around me has their face melt off. (heh, heh)

## **Faith related activities part 2**

You need a strong 2x4 or similar that will not break when a kid stands on it. Send some of your youth out of the room and fill in the rest of the youth on what you will be doing. Have two to four of the strongest youth get on the ends of the 2x4 and hold the 2x4 about 6 inches off the ground. One at a time let the youth in and lead them over to the 2x4 blind fold them and have them step onto the 2x4 while holding onto your head for balance. Now tell him/her to jump off of the 2x4. Now have them step back onto the 2x4 and tell them that you are going to have the youth on the end of the 2x4's to raise the 2x4. Now the youth on the end of the 2x4's will kind of shake the ends like they are raising it while you bend your knees so that the person blind folded thinks that the 2x4 is really being raised. Now tell him/her to jump. The main principle behind this is that our faith in God is not a blind faith. I hope this is what you were looking for.

### **Faith stuff**

1. Blind Trust Walk - Pair up, one partner blindfolded, the other leads them around an obstacle course. After 5 or 10 minutes switch roles. Debrief on difficulty or simplicity of trusting in the person who can see. from Building Community in Youth Groups
2. Trust Fall - Victim... I mean 'volunteer' stands on table and falls backwards into arms of other kids. Let everyone try it. Even the smallest girls will be able to catch the biggest kid in the room. Debrief on trusting/ having faith in each other. from Building Community
3. Fleece object lesson - any chance of getting a real wool fleece where you're at? Get it and do something creative with it. Your kids have probably not seen one before (unless you live in Australia or New Zealand).

### **Flour cake**

You make a cake of flour by filling a bowl then turning it upside down on a tray. A Malted Milk ball is placed on the top. The group, including leaders, then takes it in turns to cut a slice from the cake with a knife - the slice must go vertically from top to bottom. As the slices get nearer to the middle the tension mounts, because the person whose slice causes the final column to collapse (and the Malted Milk Ball to fall off) has to retrieve the Malted Milk Ball with their teeth! Enthusiastic teenagers are usually quite willing to help make sure they get close enough to the flour to pick up the Malted Milk Ball and most of the flour too!

### **Flour Russian roulette.**

For this game you will need to have a vacuum cleaner with a blow switch or something. Ask for a few volunteers (4-5) and one at a time each person has a turn with the vacuum cleaner. What you do is remove the end part for the vacuum cleaner and push it into some flour so that there is some stuck in the end. Then push the on off switch several times so that no one knows whether it is on or off. Make sure that you turn off the power at the wall. When you have that have one person stand in front of the end where the flour is and turn on the power. If the vacuum cleaner is on they get a face full of flour if not they survive. We like to play that you can get out of the way and if the flour comes out and you are not there then you win a prize, likewise if you stay and it doesn't come out you win. And then afterwards you can use the vacuum cleaner to suck up all the flour. Have fun!

### **Four on a couch**

Place chairs in a circle making the couch part of the circle. Place 2 gals and 2 guys on couch and the rest of the people in the chairs. One chair must remain open. Have everyone write their name on a piece of paper. Place all the pieces of papers in a basket. Go around the room have everyone pick out one of the pieces of paper. (they cannot hold their own name) they must not let anyone know whose name they have. The person to the left of the empty chair begins by calling out someone's name. The person who is holding that name must move from their seat to the empty seat. The person who called out the name and the person who moved to the empty chair trade the papers with names on it. Then whoever is next to the new empty seat calls a name out..etc. The point of the game is for the guys to get all guys on the couch and the girls to get all girls on the couch.

### **Fruit**

Arrange players in a circle (sitting on floor or in chairs). 6-15 players required (more than 15 gets very difficult). Assign each player the name of a fruit (apple, orange, banana, etc.) Have one player stand in the middle of the circle "IT". Decide on one of the players sitting to start the game by saying, "Apple loves... (one of the other players assigned name)" Example: "Apple loves orange." Then Orange has to say, "Orange loves banana.", before "IT" hits him or her in the head with the foam bat, pillow or paper towels. If "IT" hits that player before he or she gets the saying out, he or she becomes "IT". If a player says the name of fruit that "IT" is assigned, then he or she becomes "IT".

"HINT" When assigning names, only say the names once so to make the game more difficult and stress that players do not point to those who are called on while playing.

The game can last as long as you can stand it. My group will play it for hours.

## **Funnel game**

You can choose one or two people and tell them to put a coin on their forehead and stick a funnel in to their belt/pants. You then tell them that they have six tries to get the coin into the funnel four times by dropping it off their forehead and if they do they get a prize.

On around the fourth try you get the cup of water and pour it down the funnel while they are looking up. When they look down to see if the coin made it in they notice the funnel filled with water. When they leave it looks like they peed their pants.

## **Gag in the bag**

Start by playing some music and starting to toss a ball around. When the music stops whoever has the ball has to come up and pick an item out of the lunch sack. What's in the lunch sack? Well, the grossest foods you can think of (spinach babyfood, spam, pickled pigs feet, sardines, you get the idea). And when a food is brought out that person has to eat (or drink) it in an allotted time limit (30 seconds is good). If they pull it off, then they get a prize (candy, pop, etc). You can also have a good food in there for the lucky ones. Make sure a garbage can is nearby for those that can't stomach the food. After the person finishes the food, or barfs, start the music up again and keep passing the ball. (If you have a camera nearby you can get some of the coolest photographs)

## **George**

Group members sit on chairs in a circle. Remove any empty chairs. Everyone tells his or her first name except for a leader. The leader gives his or her name as "George."

The object of the games is to unseat George. The play begins: George alternately hits knees twice, claps hands twice and snaps each finger once to set up a rhythm. To the beat of the rhythm while snapping his or her fingers, George then says "George" and the name of another person in the circle. The person whose name George called must repeat his or her own name and add someone else's without missing a beat.

This continues until someone "messes up" by either breaking the rhythm or calling the name of the person who just called on him or her. When someone goofs, he or she must move to the "last" seat in the circle - the seat at George's left. Then other group member move clockwise to fill in the seats.

Now, the fun: When people move to new seats, they acquire new names because each chair keeps the name of the first person that sat in it. So every time a group member shifts to a new seat, he or she should ask the person leaving it, "What's the name of this chair?" That way he or she will know which name to respond to.

The game ends when George goofs – determined unanimously by everyone else. If you choose to continue playing, George moves one seat to the left, causing everyone to change seats. The new person in the George seat becomes "George" and all other chairs acquire the names of the group members now sitting in them.



## **Get the ladder**

Leader (Unsuspecting) and 3 volunteers (Unsuspecting)

This is a great skit that we use to initiate new leaders to our group. Set up two tables end to end with about a 1' of open space between. Drape sheets over the table with the overlap in the gap between tables. Get about 10 different balls (Golf Balls, Bowling Balls, Baseballs, etc.) and put about 7 on the first table and 3 on the second. Cover all the balls with a towel. Tell the leader that they are going to squat in between the table and have their head covered with a towel. You will tell the three volunteers that it is a race to see how fast they can pull off the towel and say what kind of ball it is. When they get pull the towel off the leader he yells at the volunteer. (This is really funny!) Here's the part you don't tell the leader; When the third volunteer comes in you hand them a bucket of water and whisper that you are going to pull off the towels and they will yell the names of the balls. When you get to the leader you will pull off the towel and the volunteer will throw the water into the wide open screaming face of the leader.

## **Getting to know you**

This is the best connection game i've ever played

Break the group up into 2 or 3 groups. Put brothers/sisters on same team.

Pass out the paper with three blanks and ask them to list 3 things that no one on the other team knows about them.

Turn the papers back into you and you are the Games host. You read off a Random answer from team one and the people on team two and three have to guess who it is. The team who guesses right gets a point. If no one guesses right team one gets a point. and so on. Ypu learn some real cool stuff about each person and the students never forget some of them.

## **Getting to know you through the newspaper**

Get a Sunday newspaper (so there will be plenty of options for the students to choose from) and remove all of the filler stuff (especially the cheesy gossip magazine). Separate the newspaper into sections so everyone isn't standing over one pile waiting to get their page, and have everyone come up and take a section of a section (usually this means they have 4 pages - 2 front and back that are connected - which is also 1 BIG sheet. For example: if they took the front page, they would also have the back page because they are connected). I think you get the idea. Anyway, have them spend 5 minutes looking for words that a) describe them, b) tell us something about them or their family, c) remind them of something that is relevant or close to them. They can pick as many words as they want, but they have to tell the group why they chose the words or what they mean. Oh, they can also choose phrases or pictures. This game works well if you have them circle the words or images as they go. You always learn something very interesting about someone playing this game.

### **Going on a picnic**

The leader explains to the group that he is going on a picnic, and any of them can come along with him...provided they bring something appropriate with them. The leader starts by saying his name and one thing he will bring...for example, my name is Tim and I'm bringing some tea to the picnic. Each person playing the game must then do the same thing, and the leader will tell him or her whether or not he or she can come. The trick is, a person can only come if the thing they are bringing begins with the same first letter as their name. Go around the circle until everyone has figured it out.

### **Guess the gargle**

This is a simple one. All it requires is a glass of water. Secretly show a volunteer the name of a well known song or tune, it can be anything, chart song, worship song, nursery rhyme etc. Get them to take a sip of water and they must gargle the tune and the others try to guess what it is. This resulted in some hilarious 'water coming down someone's nose' episode when we tried it!

### **Guess the person**

This works great with a group that knows each other well. Divide into two equal groups and form two lines seated at tables facing each other. The tables should be a good distance from each other so that the sides are visible to each other. Cut colored paper into eighths. Have the groups appoint a team captain. Then hand out the slips of colored paper and pencils. The colors correspond to a particular question that the players must answer on the paper. That way you know what question is being answered by the color of the paper. Collect each team's papers and pile them on each side. Take turns reading the answer to a question to the opposing side. The team must guess who from the other team gave that answer. The team should discuss it together but only the team captain is able to give the final answer. Teams get 3 points for guessing on the first try, two points for the second try, and one point for the third try. What makes this interesting is the kind of questions you ask. Here are some suggestions: If your house were burning down and you only had time to grab one object, what would it be and why? What food best describes your personality and why? Describe your ideal mate. If you could be invisible, where would you go? What would be your famous last words? If you could change one thing about yourself, what would it be and why? What car best suits your personality and why? Which Gita character can you most identify with and why?

## **HA Game**

This is a great game if you are doing a lesson in cooperation among teens and/or Hindus in general. Have all of your youth line up boy, girl, boy, girl, etc. Have the first person in line lie down on the floor on his or her back. The next person in line lies down on his or her back and places his or her head on the first person's stomach. Do this until everyone in line is lying on the floor and has their head on someone else's stomach (except for the first person who just puts their head on the floor). Then, number off each youth and tell them to remember their perspective number. Once numbered, tell the youth that each person must say "ha" the number of times corresponding to the number they were given. Sounds easy right? Nope, each person must be completely silent and cannot laugh, smile, whatever. If one person laughs, smiles, etc., the game restarts and goes back to person #1. The object of the game is to get each youth to say their perspective # of "ha's" without having to start over. You can go down the line one time, and then re-number the group the opposite way to really mess them up! The game lasts as long as the youth, or you, can handle it.

## **Hey John**

This is hilarious. Works best with groups of 10+. Have a youth worker get 3 volunteers from the group and exit room. Have another youth worker explain to the rest of the group that each student is going to come in, sit in the chair and act something out. They are to secretly pretend that the student in the chair is using the John. Have the youth worker tell the 3 volunteers that they are to go in one at a time, sit in the chair, and pretend to do whatever you ask such as riding a roller coaster, experiencing an earthquake, or my favorite, holding their breath as long as they can and then breathing in the air above them (like they are submersed in water up to their nose). After each student has acted out their scene, tell them what the other students imagined them to be doing!! Using the John!!! Great way to start out a youth event.

## **Honey if you love me**

The group sits in a circle facing inward. One member of the group is 'it.' The objective is for this person to make another smile. He goes around the circle, picks a person, kneels, and asks him/her, 'Honey, if you love me, will you please smile for me?' The person must respond with, 'Honey, I love you, but I just can't smile for you,' without smiling. If he/she smiles, that person becomes 'it', replacing the first. If the person 'it' does not convince a person to smile, he/she must approach another until he/she does. The person 'it' may do any gestures he/she wants to make the person smile (e.g. make funny faces, do a stunt), but cannot touch the person. This is a circular game, meaning it does not end. A good length for this game would be 20 minutes, or when most of the group has been 'it.'

### **Hug the potholder- 1**

This is a great game, but it can only be played with people who have never played it before. Send a few people out of the room. Get the rest of the group to form a circle. Place the potholder in the center and give the pot to one person. Have one person come back to the room. Tell them that they must hug the potholder but they can't pick it up. They have to obey all the instructions of the group, but there is only one correct way to do it. The group should start to shout out instructions including often "Just hug the potholder!" The person wins when he hugs the person who is holding the pot!

### **Hug the potholder-2**

You make a circle with your youth group and place a POT in one of the kid's laps... (don't let any one see you do that). Then place a POT HOLDER in the middle of the group. Ask people to try to hug the pot holder with out the use of their arms. No matter what they do, tell them that they didn't hug the pot holder. They have to hug the person with the pot in their lap before the game is won. Hint>> Make the pot as small as possible so that the game goes on for a while.

### **Human battleship**

This game is blast for any age and any sizes over 25.

Split the group up by guys/girls and have a male leader facilitates the guys and a girl leader do the same for the ladies. Before the game, make 2 large charts on the floor with masking tape, similar to that on the game battleship. Place the divider in between the two charts and make another chart for the hits and misses on a transparency and overhead. Have 3 guys/ 3 girls act as a battleship, 3 each as a sub, 2 as a cruiser and 4 as a carrier.

Place each ship group on a chosen section (ex. a1, a2, a3; or c3, d3, e3) just like the game. put all of the remaining guys on one side of the curtain and have the guy leader call out a spot trying to "sink" the girls ships on the other side and the girls try the same with the guy's team. When the guy misses, it's the girl's turn. If it is a hit have the leader with the water gun blast the person standing on the called square. Make sure to have a leader on each side mark each team's hits and misses on the transparency so you do forget the ones you've called.

When one team has bombed all the other's ships they win. When I played against the female intern at our temple the girl's team won and she got to smash me in the face with a pie. The kids loved it.

### **Human lemonade**

Place Dixie cups on a table in rows of 3 across. (Do this on both ends of the table; this is a 2 team game.) In the first row of cup put a wedge of lemon, in the second row put a teaspoon of sugar, and in the third put a half of cup of water. Divide the kids into two teams, on go each kid runs down to the table, picks up the first cup and has to bite into the lemon, then picks up the second cup and pours the sugar into their mouth, then picks up the third cup and pours the water in their mouth. They have to jump up and down three times to shake the lemonade up, then run down and tag the next person in line. It is SO funny to watch, you really need a camera!

### **I can play the stick game**

Have everyone sit in a circle. The first person to start the game knows how to play, and the object is to figure out how to correctly play the game. The first person says, "OK, I can play the stick game, can you play the stick game?" This can be said in any manner, and for effect the stick should be moved about randomly to throw people off. Then, the person hands the stick to the next person in the circle to see if she/he knows how to play the game. The next person must attempt to play the stick game correctly by doing exactly what the previous person did. The trick? *You must say, "OK," before you say "I can play the stick game, can you play the stick game."* Anyone who does not say, "OK," has not played the game correctly, and must pass the stick on to the next person. Continue at least once around the circle.

### **Keeping it positive**

This is a good crowd breaker that doesn't require an exact beginning or ending. As the youth arrive, hand out one safety pin per person. They are to wear the pin where it can be seen by everyone else. You get to keep your safety pin until somebody gets you to say the word "no". Whoever gets you to say "no" gets your safety to add to their collection. If you lose your only pin, all you have to do to get back into the game is to get somebody else with a safety pin to say the word "no". Some kids wind up with a pretty good collection of pins before it's over. It's great for getting different groups of kids to interact with each other.

### **Killer / assassin**

Everyone sits in a circle. Youth Director, or teacher, whoever is leading the group takes a deck of cards and uses only as many cards as there are players. One of the cards must be the ace of spades. Then the leader goes around the circle with the card faces hidden and has everyone draw a card and keep it hidden. Whoever draws the ace of spades becomes the "killer". (You can also just go around the circle with everyone's eyes closed and tap the "killer" duck-duck-goose style.) The object is for the killer to catch someone's eye and wink at them. When you are winked at, you must say aloud "I'm dead" and sit quietly until the game is over. The object is for someone to be able to identify the killer before he is killed. If someone in the group thinks they can identify the killer, they must say aloud to the group they think they know who it is. If they correctly identify the killer the game is ended. If they are wrong, they too are dead.

## **King Ungum Bungum**

Align two chairs facing one another with approximately 3 feet between the two. Select one person to be King Ugum Bugum, one person to be host, one person to be the holder of the wet wash cloth and as many candidates as you can accommodate. This game does require at least 10 people. After selecting your candidates, have your host take them outside of the main room. Have your King sit in one of the two chairs and place the keeper of the wet wash cloth behind the chair that faces the King. The rest of the group should sit in the floor making a circle around the two chairs. While the candidates are outside, have the King direct the rest of the group to practice their chant, "Ugum Bugum", stressing each syllable and repeating at various speeds. The chant should sound somewhat tribal and can vary in pace. The King should device some hand motion to end the chant. I personally make a stern look on my face and draw a horizontal line with my hand to end the chant. While the group is chanting have the host bring in a candidate (leaving the rest out of the main room) and place him/her standing in front of the chair facing King Ugum Bugum. The King gives his cue to end the chant and says, "Me King Ugum Bugum, Welcome to my land. Rumor states that you want to join my tribe, but to join my tribe you must do as I do." (King is holding brooms, one in each hand and hands one to the candidate) "Take broom, follow me" The King begins his chant "Ugum Bugum" (the others join in) and makes movements with the broom with each emphatic syllable. The movements should only include two or three movements per "Ugum Bugum". The King does his movements with the first "Ugum Bugum" and the candidate follows with the next "Ugum Bugum". The chant starts slow and increases in pace as the repetitions continue. During the movements, the King should sit down a few times and have the candidate follow. After a minute or two, the keeper of the wet wash cloth (which should be hidden up to this point) will place the wet cloth on the seat of the candidate's chair. The candidate sits on the wet cloth and makes a great face of surprise and the group cheers with glee. Continue with the same for each candidate. The first candidate will join the tribe for the following candidates. It is a lot of fun, but be sure not to select candidates who are timid or might be hurt by the embarrassment of sitting on the wet cloth.

## **Know your neighbor**

First you write the names of everyone in the group, then put it into a bag, and let everyone pick one (hopefully it's not their own) then they must find this person and find out 5 things about this person e.g. Age/favorite color or food then present it when call upon, this would allow everyone to know something about everyone else. Great Ice Breaker.

## **Knots**

Get 5 - 9 kids in a circle and have them reach across and grab other's hands. They cannot grab their own hand no can they be holding both hands of someone else (i.e. each hand is holding someone else's hand).

Then they have to un-tangle themselves without letting go. It can always be done so don't let them give up.

## **Lemonade**

Get 4 'volunteers' up front and have them sit down on stools, facing the rest of the kids. Have on a low table in front of each of the 'volunteers', the ingredients (?) for lemonade, a 1/4 of a lemon each, a teaspoon of sugar, and a glass of water. Announce to the kids it is going to be a race to make lemonade when you say go then the kids first of all eat the lemon then eat the sugar, drink the water then they have to jump up and sit down to mix up the ingredients. The first to do this is declared the winner.

## **Lollipop stick puzzles**

You will need:

- 1) Lots of lollipop sticks the flat ones you get in ice lollies, you can buy them from craft shops.
- 2) Felt tips
- 3) Sticky tape

Give the students 10 sticks each, line the sticks up so that they are side by side but flat, like a fence sticky tape down them a couple of times to hold them together turn them over and draw a picture on the lined up sticks cowboy saloons work well, (it's the planks) take the sticky tape off and jumble them up now you've got a puzzle

## **Love song game**

Split up into even teams...works best with around 5 teams. Have the kids come up with as many songs that have the word 'love' in the title as they can in 5 min. Then, the fun part, go around the room and have them take turns singing one song at a time...any other team that has the song that is being sung must mark it off. If they don't, they are out. Keep doing this till you run out of songs, then the team with the most songs wins!!

## **Mafia**

Separate from a deck of cards one ace, one king and enough cards from two through nine to accommodate the rest of the players. Pass out the cards to the players seated in a circle face down so no one sees the cards. Tell the players to look at their card and let no one else see it. The person who got the ace is the "Mafia", the person who got the king is the "police", and everyone else is a citizen.

The object of the game is to reveal who the "Mafia" is. The "Mafia" has the object of killing everyone. The game begins with everyone stating "they are not the Mafia". At this point, based on the body language of the players and the tone of their voice others need to accuse who they think the "Mafia" is. If two agree, the person is asked if they are the "Mafia". If they are, the game is over (unlikely), if they are not, the whole group is asked to close their eyes by a neutral party NOT in the game. The "Mafia" is asked to open their eyes and point to a person they want killed. They then close their eyes, the "police" is asked to open their eyes, and is asked who they think the "Mafia" is by pointing. If they are correct the neutral party signals so with a nod. If they are wrong the neutral party signals no with the shake of their head. It is important to hide the identity of the "Mafia" and "police" by not talking AT them when they

are asked questions, so their location in the circle is known to all. All are then asked to open their eyes, the killed party is told they are dead and may not speak. At this point the people are mad at the killing and three must agree as to whom they think the "Mafia" is and they accuse the person (the Mafia may be in this group therefore secrecy is key). The accused is allowed a defense, if it is not acceptable to the three accusers; the accused is killed, and is asked if they are the "Mafia". The game ends if they are or continues if they are not with the accused now dead. OR after the defense the accusers may withdraw their accusation, and may not re-accuse the person until the next round. The game continues, with the "police" having the only additional knowledge. If they know who the "Mafia" is or is not, they may influence the rest of the group by making suggestive statements but NOT BY SAYING they ARE the "police". The reason is so the "Mafia" can pretend they have knowledge also to influence people. The game becomes better and easier as all get the hang of it. It is best played with more than 6 people.

### **Magic mirror**

Decorate a wall with a large oval mirror frame and a pane of glass instead of a mirror. Coat the glass with a sheet of aluminized window reflector (available at hardware stores), making the glass into a 2-way mirror. Put an operator behind the glass in a darkened compartment, with a dim green bulb in his compartment and a bright light in the viewer's side, connected by dimmer switches. The viewer will look into the mirror and see only his own reflection when the light is on his side. The operator (dresses in black except for a white face) should dim down the viewer's light and turn up the green light on his face, The viewer will then see the face in the magic mirror talking to him.

### **Maim that tune**

Before the game, arrange to have someone bring in a musical instrument such as a violin, guitar, etc. You can also use a piano or organ. Have the kid's line up according to the number of years of music or voice lessons they've had (most to least). Count them off by twos to form two teams that have approximately the same musical experience. The object is to quickly guess songs your teammates play on the selected instrument. Teams will take turns having a volunteer play a song on the instrument for his/her team to guess. The volunteer chooses the song to play. Keep track of time for each team and the least time wins after several rounds have been played. If it isn't guessed in 30 secs, the other team gets one guess. If that team guesses incorrectly, 5 secs are added to their total time



### **Map game**

Good for small groups. Obtain several road maps (all identical) of your province and before the game draw a large number, letter or symbol with a pencil (i.e.: number 8). Make a list of all the towns that your pencil crosses or comes near. Have the kids divide into small groups and give each group a map and the list of towns. On "GO" they must locate the towns and figure out what they symbol/number is that the towns form when they are connected with a line. No guessing allowed (a wrong guess disqualifies them) and the first group to come up with the correct answer wins.

### **Marble pick up**

The Marble-pickup consists of a bucket or container with 10 glass marbles inside. The trick is, that the container is filled with jell, and the team trying to get the marbles out have to use their toes.

### **Marshmallow mush music**

Each youth member is given a handful of marshmallows and a Dr. Pepper. While the song 'Roxanne' by The Police is playing on a C.D. player the youth are instructed to eat a marshmallow every time the song says 'Roxanne' and to take a drink of the Dr. Pepper every time the song says 'you don't have to put on the red light'. At first this is an easy task but later in the song those words are repeated over and over and it becomes a lot more difficult to keep up with the song.

[Ed. Note: Considering the content of the song "Roxanne," consider using a different song which often repeats certain words rather than this one.]

### **Mash the mush**

This is a messy fun game with an ultimate surprise at the end! First you mix up a big pot of green mush. Ingredient: 3 boxes of vanilla instant pudding -- 3 big jars of apple sauce -- and green food color. You get a friend that knows how to keep a secret and video tape one of you mixing up the mush. (Make it fun) After you are done mixing it. Get a close up shot of the large bowl or pot being placed on the ground. Then get a close up shot of your partners (clean feet). After at least 8 seconds of taping the feet still, step into the pot of mush and swoosh around. (The person in the pot need not identified, but if it was the Youth Leader, and you slowly panned up to his smiling face.... this would be great! Rewind your tape and set up a TV ready to go for youth group.

The game is presented to the youth without telling them about or showing them the video. You get your volunteers from the group... as many as 12. Pair them off, and give one of them a bowl of your green mush and blind fold the other. The object of the game is for the blind folded person to shovel the green mush into the mouth of the other person and for them to eat it the fastest. By the way. This green stuff tastes GREAT. So you will get a lot of your students eating it up. In fact encourage it. When all is done and every one is cleaned up, sit them down in front of the TV and show your video. You can guess the reaction you will get from the kids when they see your Youth Leader jumping in the green mush they just ate. If you

are not as cruel to teenagers as I am...(being involved with youth for over 5 years) you can make a separate batch of green mush to give the kids. But you need to take that secret to your grave.

### **Messy face finder**

5 bowls... .. now you have to prepare for this ahead of time... place a GERBERS mini hot dog and a GREEN cherry in the bowls. Then fill the bowl with whip cream. Keep cool.. not necessarily COLD or freezing... but you don't want it to go flat or sour... yuck.

Have five volunteer youth put on a trash bag with a towel around their neck... in order to not mess up their clothes. They have to sit down at a table w/ hands behind their back. Then... tell them that they have to find the cherry at the bottom of the bowl... except ... they "can not use their fingers!"

(face first!) If someone finds a mini hot dog... you'll say " Oh Gee.... I wonder who's finger that was?! " hahahNow... right before they start... you have to " make things a little more interesting" by adding red cherry or strawberry syrup to the whip cream. And I mean a BUNCH OF IT!!! First one to get the cherry in between their teeth wins! ... now they dive face first into the stuff and fish around for the cherry in the bowl... they emerge with pink fluffy whipped faces... and it's a blast!

### **Maze mania**

You can either make a maze out of cardboard boxes or go to a Maze Mania park. Be creative if you don't have a Maze Mania in your area. Have several volunteers to stand on an elevated area to give instructions to the "mice." One of the volunteers "up top" gives correct instructions, the others give bad instructions. Eventually, the "mice" figure out that you can't listen to all of the instructors, except one. This good instructor is symbolic of the Holy Spirit in your life and will train teens how to listen to Him only.

### **Mini me racers**

Prior to the game cut the car stock into strips about four inches long and about two inches wide. Fold the bottom inch under leaving about three inches. Pass these out to your students and have them draw themselves on the three inch section. Pass out the pennies and have youth students tape the penny to the top side of the folded inch. Your end result should be a three inch version of the student with the folded piece behind them. Have the players stand the end of the table and place their "mini-me" on the table. On the word go they must blow "mini-me" to the other end of the table. If their "mini-me" falls they must start over.

### **Miss Mumbley**

Have the kids sit in a circle and tell them the object of the game is to talk like you have no teeth and you can not show teeth if they do they are out.

The game is started by one person and they ask if anyone has seen Miss Mumbley as she is missing...the kids can sometimes come up with good conversations and is hilarious....The game goes on until only one is left.

## **Moose Moose**

You need at least 5 people (you can play with less) to play. You start with everyone in a circle. One person is Moose, Moose. This person starts the game. Now, everyone in the circle chooses an animal, like, gator, gator or cat, cat or shark, shark. Along with the animals, you have hand signals. For example, Moose, Moose would put both hands on their head and make like two horns (like Bullwinkle), another example would be gator, gator, he would put his arms in front like an alligator's mouth.

You can make up more animals with hand signals as needed. Now Moose, Moose starts the game by signaling his signal and saying 'Moose, Moose Cat, Cat' the game is now on cat, cat. You keep passing the game from player to player in no particular order. When someone messes up they must move from their position and sit to the left of Moose, Moose, we called that character Pig, Pig and they made a pig nose as their signal. The game can get real intense and fun, because when someone slips up everyone laughs. It's usually a funny mistake.

## **20 questions**

An addition to "20 Questions":

"BANG" ~~ The scenario: A truck driver is pulling into a weigh station so he hits his hand against the truck so that his chickens will fly around the truck, that way they won't be weighed.

"A DEAD MAN LYING IN THE MIDDLE OF THE DESERT WITH NOTHING BUT A STRAW... THERE ARE NO TRACKS OR FOOTPRINTS AROUND HIM. HOW DID HE GET THERE?"~~ The scenario: He was in a hot air balloon with others. The passengers were too heavy, so one had to jump out... he picked the short straw so he had to jump

## **Musical hats**

To play this game you choose 8 students and provide 7 marching band hats. It is the same principle as musical chairs. Provide some type of music for this. They place the hats on the heads of the 7 who are given hats. The other student takes the hat off the person in front of them and the others in the circle do the same. The student left without the hat when the music stops is out and you remove one hat from play and continue until you have one person left.

## **Musical squirt gun**

Can be played with a group ranging from 6 - 30 (can also be played outdoors). Group sits in a circle on chairs or on the floor. A loaded squirt gun is passed around the circle until the music stops or the leader says "Stop!" The person who is holding the squirt gun at the time must leave the game, but before he leaves, he can squirt the person on the left twice or the person on the right twice or each person once. The chair is removed, the circle moves in and the game continues. Last person remaining is the winner. The gun must be passed with 2 hands and received with 2 hands. It is best to have another loaded gun standing by for when the 1st runs out. Emphasize only 2 squirts!!!

## **My ship goes sailing**

There should be no fewer than 5-6. The players can sit in a circle, at a table, or just in living room. One player starts by saying "My ship goes sailing" and adds one word their ship might sail with such as bamboo. The next player must then reply "My ship goes sailing with bamboo", then adds their own cargo. This continues with all the players adding their own cargo after repeating the previous cargo in the order given. When a player misses they are "out" and the game continues until there is only one left.

## **Name game variation 1**

Group in a circle; first person says name; 2nd person says first person's name, then his name; 3rd person says 1st person's name, 2nd person's name then his own name. Go around until last person has said everyone's names.

## **Name Game 2**

As above, but include something else other than name, e.g. "My name is XXX and I like apples".

## **Name game 2**

Go around in circle; introduce name and do an action; the whole group then says name and does action. Take turns to do this for each person.

person: "My name is XXX" <action/sound>

group: "His/Her name is XXX" <action/sound>

next person: "My name is YYY" <action/sound>

group: "His/Her name is YYY" <action/sound>

## **Name game 3**

Take turns to introduce self (name), state an animal/object that you like, and state why

## **Name that ball**

-----SET UP-----

With a marker, label the boxes 1-5 (write very large and visible on two opposite sides of each box). Set up room as you would a game show studio with two long tables at the front or "stage area" of room. The two tables should be placed end to end making the appearance of one very long table.

Cover this long table with a table cloth (or two) so that it drapes down touching the floor on the audience side. Make a gap between the two tables in such a way that the table cloth hides it and the two tables still appear to be one long table covered with a table cloth (gap should be about 6 or 7 inches). Cut a hole in the table cloth over the gap just barely big enough for a human head to fit through. Then place the boxes evenly spaced out on this long table in order (1-5) so that the numbers are facing the audience (the other numbers are facing away from

the audience).

Now place a different type of ball under each box, except the box in the middle (should be box #3) this box is placed over the hole cut in the table cloth. You may make a sign out of poster board that runs the length of the table which says "NAME THAT BALL!" (decorate it however you like and hang it in front of the table in plain view of the audience--this is optional but adds to the game show atmosphere.)

-----PLAY-----

You are now ready to play the game!! Before your audience enters the room have a youth leader or adult hide under the table pushing their head up through the hole giving the appearance of a head sitting on the table--then place box #3 over his/her head just as you did the balls on the table.

Once your audience is seated you begin by welcoming them to the game show "Name that Ball" (it generates more excitement to point at your sign and try to get your audience to shout it out with you--do your best game show host imitation!) Ask for 4 or 5 volunteers. Once you have picked the "contestants" ask them to leave the room (preferably with a leader) tell them they will be called one at a time to play "Name that Ball". Once they are out of earshot you quickly explain to the audience that each contestant must run to the box that has the number that you call out and lift up the box, they then must identify in a loud voice what type of ball they see (hence, the name of the game). Explain that the contestant will think that this is a timed event so it is very important for the audience to cheer them on. The fun begins when the hurried and excited contestant reaches for the last box (box #3) and as he lifts it up expecting to see a ball--to his horror he finds a head smiling up at him (or startling him with a loud noise and frightening expression!). You can show the audience the head under the box at this point--this generates excitement and anticipation. ( they can't wait to see the unsuspecting contestants reaction).

You may then call in the first contestant. Welcome them to "Name that Ball" and quickly explain the rules to them (of course without mentioning what lies under box #3) Don't forget to mention that they are competing with the other contestants for the best time! Have the contestant stand behind the table facing the audience (so they can see the reaction). Notice both the contestant and the audience can clearly see the numbers on the boxes. Now begin the excitement by saying "Ready.....BOX #1!!!" the contestant will then run to that box lift it up and announce in a loud voice "football!" (or whatever he sees). You continue to call out the other box numbers in an order which causes your contestant to run back and forth lifting boxes and shouting out his response, getting ever closer to box #3--meanwhile the audience is cheering the contestant on--and finally box #3 is lifted--BOO!!!!---ENJOY THE REACTION!! It's hilarious!!!

Repeat the process with each contestant, and by the end of the game show your audience is rolling with laughter!

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This game works great as an opening crowd breaker for an evenings special program or activity--the reactions are always different and always funny. Let us know how it goes and feel free to pass it along. Have fun!

### **Name that food**

Get three large boxes (big enough to fit a person under) and cover each of them with a sheet or towel. The last box should have a hole big enough for a person to put their head through in the top (have this set up before youth group). Then place a large bowl on the top of each box. Get three volunteers and explain that they will be timed on how fast they will be able to identify the food object under each bowl. Send them away and quietly put a person underneath the third box, explaining to them that their job is to scare the unexpected competitor. This will get some great reactions.

### **Name that tune**

Basically a take off on the old game show by the same name. You will need a stereo system of some sort as well as numerous CD's and/or tapes - the kids also enjoy being able to bring their own music (make sure they mark their own stuff because the music will likely get mixed up).

Divide the group into two teams and have each team select a "captain."

The basic premise of the game is to have the two teams bid on who can name the song and artist played in the least amount of time. Before the bidding, I usually give them a couple of categories such as, for example, the type: Hindu/Secular/Country/Etc., and skill level:

Easy/Medium/Hard, and occasionally, the time frame: year/decade/etc. One team starts the bidding, through their captain; by saying they can name it in, for example, 45 seconds. The other team then has the opportunity to bid below that time, and so on until one team is not willing to bid below the other. I set a bottom bid limit of 2 seconds (which they still usually get). I found it works best to have all bids/answers come through the "captain" so no confusion is created by someone blurting something out. I also require that there is a team majority to bid below 5 seconds so one person doesn't get the whole team into trouble.

Once a final bid is made, I play the song from the beginning for the bid time. At that time, the team who has the bid has 20 seconds or so to submit their guess through the captain. If they guess correctly, they get 3 points. If they cannot guess it or guess incorrectly, the other team has a chance to steal for 2 points if they can guess correctly at that time. If neither team gets it, I play the song for 30 seconds more (or longer if needed) and take the first hand I see during that time for an answer. If guessed correctly, that team is awarded 1 point.

You can play for a certain amount of time or up to a certain point level. The rules can obviously be changed as necessary for your group.

## No who

Here's the exhaustive rules to "No Who". It's a lot like "Prince of Paris" or "Yes Sir, Yes sir" but has a different frantic twist to it. It's called "No Who".

In "No Who" you have everybody sit around in a circle (4-15 players is best) and everybody is given a number. The #1 spot is the best and the last spot is the worst. The goal is to get to the #1 spot the fastest and then to keep it the longest.

The #1 person starts by saying, "No Who #1 says..." then a number. For instance, "No Who #1 says 3". When your number is called, you say, "No". So,

#1: "No Who #1 says 3."

#3: "No."

Then the person who started will ask, "who?"

#1: "No Who #1 says 3."

#3: "No."

#1: "Who?"

Then the person who is asked who, will answer with a new number.

#1: "No Who #1 says 3."

#3: "No."

#1: "Who?"

#3: "6"

So, since 6's number was called, the process repeats:

#1: "No Who #1 says 3."

#3: "No."

#1: "Who?"

#3: "6"

#6: "No"

#3: "Who?"

#6: "2"

#2: "No"

#6: "Who"

#2: "1"

#1: "No" etc.

So, once again, when your number is called, you answer, "No." When someone answers, "No." to you, you ask, "Who?" And when someone asks you, "Who?", you give another number.

Only #1 says, "No Who Number One says..." when they restart the game as a sign that the game is restarting. This is a game that needs a lot of concentration and "mental reflexes".

Because pretty soon you start going after specific people or going back and forth with someone in a "No Who War". Example:

#1: "No Who #1 says 7."

#7: "No."

#1: "Who?"

#7: "1"

#1: "No."

#7: "Who?"

#1: "7"

#7: "No."

#1: "Who?"

#7: "1"

#1: "No."...etc.

The game stops when someone "messes up". That person then takes the last number and seat, and everyone behind the person moves up one number and one seat.

Ways you can "mess up": (1) Saying a number that isn't there (since a game lasts as long as people want to play, the number of players can get smaller and people might forget). (2) Saying your own number. (3) Taking more than 3 seconds to respond. (4) Saying something out of order (i.e. like saying "No" when you should ask "Who?"). (5) Talking out of turn. By saying "No" when somebody else's number was called.

Advanced tactics of No Who: (1) Concentrate better on remembering your current number by writing it down, holding that number of fingers so you can see them, or by repeating your number in your mind. (2) Look at one person and say somebody else's number. (3) Yell loudly. (4) Laugh while you do it. (5) Combination of turning towards somebody and yelling loudly someone else's number. (6) Hold a No Who War by going back and forth with them and then say somebody else's number that sounds like the number you were warring against while looking at them to try and trick them.

Advantage of "No Who": "No Who" doesn't necessarily have to involve moving positions as long as everybody keeps their number straight (this version is recommended more for people who've played before). This is an advantage because it now becomes the best "Road Game" for road trips. You can play it in a van, or with a group that is walking, hiking, or waiting.

### **On the wall charades**

Before the game create a list of one or two syllable words. Clear a large space on the wall and form 2 teams. Have each team choose a representative to start the game. Explain to kids that you'll show their selected team members a word that they must convey to their team. Tell the kids that they must convey the word in only one way: by using their heads as imaginary pencils to spell the words on the wall. Play several rounds so each team member gets a turn at writing on the wall. The team that's able to guess the correct answers in the shortest amount of time wins.



### **Oreo slide**

This game is a great 'challenge' for retreats or social outings. Ask for 8-10 volunteers depending on your group size. Be sure to leave enough people in the audience as it is almost more fun to watch than it is to participate!

Give each volunteer one Oreo cookie and ask them to carefully open it so that one side has the icing and one side has none. They can save the non-icing side to eat later.

When everyone has one half of the Oreo with the icing intact, ask each person to stick it to his or her forehead. The Oreo will stick at first but body heat melts the icing sufficiently for it to start sliding down the volunteer's face in only a couple of seconds.

The object of the game is to be the first person to get the Oreo in his or her mouth without touching it. They are allowed to wiggle and scrunch up their faces as much as possible but no hands, etc.

It is hilarious to watch (get your cameras ready!!) and the Oreos keep the volunteers happy! Play as many times as you like--it's always a winner with the youth.

### **Paper plane salvation object lesson**

Give each one in the group a piece of paper. Tell them all to make a paper airplane. Then have each of them come up one at a time and attempt to fly their plane out of the building or something impossible like that. Find the one who came the closest and have them come up and say that they were the best, but even the best we have failed. Then go into how the word "sin" translates in the NT as "to miss the mark" as they all will have done. At the end you can either pick all the planes up (have people pass them to the center) or have someone to be Krishna come and pick them up and carry them to the original goal. This is to show that even though we all fail, Krishna can carry us and only through Him do we have salvation and can we reach our destination.

### **Pass it on**

The entire group forms a circle. Everyone is given an object which can be large, small or any shape (i.e.: bowling ball, trash can, shoe, etc). On a signal, every one passes his object on the right, keeping the objects moving at all times. When a person drops any object, he must leave the game, but his object stay in. As the game progresses, more people leave the game making it harder and harder to avoid dropping an object since there are more objects than people. The winner is the last person remaining

### **Pass the scissors**

Have everyone sit in a circle. The first person to start the game knows how to play, and the object is to figure out how to correctly pass the scissors from one person to the next. The first person passes the scissors to the person next to him/her, explaining that this is the correct way to pass the scissors. The next person then attempts to pass the scissors correctly, while those who know how to play let him/her know if they did. The trick? *The scissors must be passed open if the person's legs are crossed, and closed if the person's legs are uncrossed.* Continue at least once around the circle.

### **Peter calling Paul**

Have group form a circle leaving a gap between beginning and end. First person is Peter, second is Paul and the rest begin numbering off from 1 to whatever. The game begins by "Peter" saying: Peter calling Paul. "Paul" responds by saying: Paul calling (insert any number up to the highest number assigned. That person must respond by saying: 12 calling 3, etc. There are not "call backs allowed" This is a fast moving game, no hesitating. If the person does not respond quickly enough they go to the last place and everyone assumes the number that they just moved up to. The object is to get Peter and Paul out and take their place. We have used this game while waiting in line for a concert to begin etc. The kids really enjoy it. At times we use the youth leaders for Peter and Paul and the first youth to knock out Peter or Paul gets a free T-shirt, CD, etc. Remember to keep the game at a fast pace. No time to think must be ready to respond when their number is called. Have fun.

### **Pile up**

Players sit in a tight circle on benches or chairs. Seats should be clearly distinguishable. "It" determines the actions of the group by stating a detail:  
Everybody wearing jeans, move two spaces left.  
Everybody with blonde hair, move three spaces right.  
Those with matching descriptions move as directed, and sit down, be it on an empty seat, or a person's lap. (To preserve people's health, limit the pile to about four people maximum.)

### **Pinchy Inchy Inchy**

Our youth groups uses this game to initiate our new campers. Youth group sits in a circle. Two youth (number depends on how many newcomers you have) leave the room and put lipstick on the fingers and return and sit by a newcomer.  
The leader starts off and says "pinchy inchy inchy on the nose" and then lightly pinches the next person's nose. Then they say it to the next person and pinch them until it goes around the circle. You can have several rounds (chin/cheek/forehead/etc.) What is happening is the newcomers are getting lipstick all over their face without knowing it. Even if they see someone else's face getting messed up - they usually don't realize they've been got too until everybody starts laughing.

### **Pink spot**

Sit the kid in a circle. Leader starts by saying "My name is XYZ, I have no pink spots. How many pink spots does [one of the kids] have?" The named kid stands up and repeats the phrase word for word naming another kid. Any mistakes or hesitation result in the administration of a pink spot of lipstick on the face and they try again (they now have one pink spot). Good for learning names or just for having fun.

## **Pitt Ball**

(For groups of 16 or more.)

Divide your group into two groups. Have each group stand in a circle, shoulder to shoulder. Give each group a small Nerf ball. The object is to pass the ball from the first person in the group, around the circle, to the last person in your group, using only your armpits. If you drop the ball, you must start over. If you use your hands, you must start over. First team to get the ball back to the starting person wins.

## **Play dough Pictionary**

Pull out that old Pictionary game, but use play dough this time. I looked in my concordance for some interesting words and one team actually got "Zarubbabel".

The leader holds onto the list of words that everyone will use. A member from each team comes up to get the first word. As each team guesses, they send a new person up who will tell you the word they just got. You tell them either they got it right and give them the next word, or send them back to work on it some more.

Either time the game or play it until one team gets all the words. Remember, no spelling, no numbers, no letters. I allowed charades.

## **Poetry in motion**

This is a nice quiet activity when you've got a small cozy group and have some time to kill. Organize people into a circle or around a table. Give each person a sheet of paper and a writing utensil. Have every one write the first line to a poem at the top of the page. Then pass the page to the person on their right. That person reads the first line then writes a second line to it. That person must then fold the paper back to hide the first line from view, so that only the second line shows. The poets pass their papers to their right again. Each time they get the paper and write a new line, they should fold back the previous line out of view. This continues until you run out of room. The end result should be a strip of folded paper. Then have everyone open the paper in their possession and take turns reading. The poems usually turn out pretty absurd, but sometimes it's amazing how cohesive they can be.

## **Porky Mellow**

Each person on the team has a toothpick in their mouth. Without using their hands they must pass the marshmallow down the line, sticking their toothpick into the marshmallow and passing it to the next person. The team with the most toothpicks that stay in the marshmallow wins.

### **Prince of Paris**

Everyone except leader sits in chairs in a circle & is given a # (that they will keep throughout the whole game) (there should be a space between the chairs of the 1st & last players) The object is to be at the head of the circle when the game is over. (the foot is the last chair & the head is the 1st chair) The leader says, "Prince of Paris had a hat, some say this, some say that... I say #\_\_" The person that's # was called must say "who sir, me sir?" as loud & fast as they can before the leader says "#\_\_ to the foot!" or they are booted to the foot. If they make it then you reply "yes sir, you sir" & they say, "no sir, not I sir", you: "then who sir?" player: "#\_\_ sir" then you start again with the prince... (The person cannot call their own # or they go to the foot. They can't call the foot's # either or they switch places. If the player doesn't reply in time they go to the foot.) The game goes fast & when kids get the hang of it they try to get the head to mess up so they call that # often... Players have to pay close attention to their # to catch it in time.

### **Progressive publicity**

Idea to publicize an event or activity so that everyone becomes interested. Example: Publicize study of OT and NT titled "Something Old, Something New." One month in advance, place the letters "SOSN" on small pieces of paper around the temple. The next week add the dates of the Gita study. Then, the next week place the time, place, etc., until eventually all the information was added. They will have fun figuring out what the letters "SOSN" stood for and trying to guess the upcoming activity

### **Psychiatrist**

Have a smart volunteer from your youth group exit to a spot out of ear-shot. Ask for/make up a topic/problem that is wrong with the group. {I.E. everyone thinks they are the person on their left.} It is more fun when it is something they can act out. Bring the psychiatrist back and give them a time limit to get the problem pegged. {yes/no questions only} Switch psychiatrist, get a new topic, and go another round.

### **Pyramid**

This requires 6 kids, the idea is they have to form a human pyramid. Three strong ones kneel side by side on their hands and knees, the middle person should be the strongest. Then two others climb on top of them and kneel with a hand and knee on each of the two kids below them (the middle person must support the weight of two sets of hands and knees). Finally the last person climbs to the very top of the pyramid. It's fun to see if they can stand up on top of everyone

## **Q Tip game**

Have one volunteer from each grade come forward to represent his or her class. Each player gets a box of 250 Q-tips. The game is played like this...there are five holes in the human head. Two nostrils, two ears, and one mouth. During one loud, fast song, each player must insert as many Q-tips as possible into these openings, understanding that they cannot put any in their mouths until there are some in both ears and both nostrils.

At the end of the song, the player counts his own Q-tips as he pulls them out. Have an adult help keep track of the score. The player using the most Q-tips wins. It's pretty fun, especially when your junior high boys are pulling Q-tips out of their ears with goo all over them!!!

## **Rythmn**

Sit the group in a circle. Pick the 'leader'. Beginning with the leader (#1), number off all the way around the circle. Everyone needs to remember their number. The leader starts the rhythm, which is - clap your hands onto your thigh tops twice, then hand-clap twice, then finger-snap once on the left and then on the right. The leader begins and on the first finger snap says his/her number (which of course is 1) and then on the second finger snap calls out another number (must be in the circle). That person becomes 'it'. The rhythm keeps going continually - thigh clap/hand clap/snap/snap.. Whomever the leader has identified by calling is number is then responsible for calling the next set of numbers on the next finger snaps. First finger snap is his/her number and second one is someone else in the group. Whenever someone misses his number, miscalls, etc., he moves to the end of the circle and becomes whatever the last number was. Everyone else moves up a seat and their numbers change. Kids, seemingly, can play this for hours. The real object is to unseat the 'leader' and as people keep progressing, new people assume the 'leader' role and try to hold onto it.

## **Radar radar**

Better with groups of 20 or more.

This game is mainly done by the Youth Leaders but anyone can be "Radars". Also, "radars" has to be two(2) people.

Sit the youth members on chairs around in a circle, leaving one(1) chair in the circle empty.

One of the Youth Leaders sits in this empty chair.(So that they are part of the circle also.) The other Youth Leader must now leave the room. While they are out everyone in the circle must agree on some youth member to be "it". After choosing they call back in the other Youth

Leader and he comes and stands inside the circle. **\*\*NOW HERE IS WHERE IT GETS TRICKY\*\***

The Youth Leader who has just come in explains to the youth group that He/She and the other Youth Leader sitting in the circle are HUMAN RADARS; and that He/She shall now pick out who "it" is.

The only words that the "RADARS" are allowed to say after this is the word "RADAR". So, the Youth Leader standing says, "RADAR" and the Youth Leader that is sitting answers, "RADAR RADAR." This continues between the two Youth Leaders with then saying as many "RADARS" as the wish to one another. While they do this the Youth Leader sitting in the circle with the youth group starts to mimic "it". (I.e. crosses leg/arms, scratches, looks around, etc.) This is

done slowly as so that the youth group does not pick up on what is going on. The Youth Leaders may hone in on this by having one "RADAR" mean nothing I'm doing fits; but two, "RADAR RADAR" means "it" is doing what I am right now. This is ALOT OF FUN!! with two Youth Leaders who have practiced this, it can be MINDBOGGLING to the youth. NEVER LET THEM KNOW HOW YOU DO IT!!!!!!!!!!!!

### **Sound effects**

Divide into groups of 5-6. Give each group a tape recorder and a list of sound effects. The object of the game is for the teams to record the most realistic sounding effects they can produce. They can use their voices or anything they can get their hands on. Let them find their own places to work. After all the teams are finished, gather the group together and play each sound at a time, letting the group vote for the best one. The sound-bites should be no longer than 10-15 seconds long. And be sure to instruct the groups to announce on the recording which sound they are doing (to avoid confusion) and to leave a space between recordings. Some suggestions: a busy street, a girl lost in a thunderstorm, a forest with a babbling brook, a hospital, a marketplace, a construction site, etc

### **Spew**

This one even goes with a lesson in Revelation about how God will spew the lukewarm out of His mouth.

Get some ALKA-SELTZER and some carbonated clear drink... such as Sprite, 7UP, maybe Ginger Ale, or Squirt. Tell each of your participants to place a single ALKA-SELTZER underneath their tongue. Don't worry.. they won't be able to taste or swallow it with it under the tongue. Now... give them each a cup of the clear carbonated drink. Fill it with about 3 or 4 ounces. The OBJECT is to see who can hold it in their mouth the longest, but trust me, it will EXPLODE and SPEW out of their mouths! I wouldn't advise swallowing it. It won't hurt them but yuck. They must have at least a couple ounces in order for it to work... though it is not about how much they can "drink." It's about how long they can hold it. HAVE FUN!

### **Stack tilt**

Bring a box of ginger snaps or graham crackers. Have one or two kids volunteer to be stackers. The rest of the kids take turns lying on a couch on their backs. The stackers see how many crackers can be stacked in a pile on each forehead. The person with the highest stack wins. Usually laughing knocks the stack over early.

### **Stacks**

Sit many people in a circle. Ask questions like if you are wearing blue move 2 chairs to the right. Whoever is wearing blue moves but if there is someone in that chair they have to sit in that persons lap. Continue to ask questions until you run out of time.

### **Stare down**

Start by having all of the kids remove one shoe and placing it in a pile in another room. Then place two chairs facing each other in the middle of the meeting room. Start by having an assistant randomly draw two shoes from the pile. The owners of these two shoes then sit facing each other in the chairs. On "go" they stare into each others eyes until one of them blinks. The object is to "out-stare" your opponent. The winner stays in the chair and another shoe is randomly selected from the pile to face the champion. Whoever is in the chair after all of the "shoes" have gone is the winner and should be rewarded somehow. It is a fun game...however, I had one student who wouldn't play until he doused his shoe and sock with Lysol from the bathroom!

### **Steal the treasure**

Players sit in a circle. One blindfolded person sits in the middle, with their treasure (keys, rattle) in front of them and their stick (rolled up newspaper) in hand. A thief is chosen from the circle to attempt to snatch the treasure, without making any noise to alert the guard in the middle. If the thief is swatted by the newspaper stick, he must return to the circle. If the thief succeeds in stealing the treasure, they become the new guard.

### **Sticky Licky**

Ask for two volunteers or pick a boy or girl. (This game works pretty well if a boy likes a girl and she does not know it or vis versa). You get the piece of plexy glass (needs to be sturdy, and needs to be clear). You place a glob of peanut butter on both sides of the glass. Put as much as you like, but make sure it doesn't drip. Then give them 1 minute to lick as fast as they can and the side that is the cleanest wins. (They have to keep their eyes opened at all times.

### **Straw Towers**

Divide your people into groups of about six-ish. Any number of groups (that can fit in the room) can play.

Materials: Tons of drinking straws (about the diameter of McDonald's (burger) straws, BUT the soft kind AND simple and straight) about 50-100 straws to each group. 2 small rolls of tape per group. One small 'corner' of the room per group. Give about 10 minutes to see which group can make the tallest self supporting structure. Say that they then have to bring their masterpieces to the front, and see whose structure remains standing the longest. When the construction time is up, have each group move their structure to the front of the room. Then you proceed to give a short (not too short) talk about what your life is based on. \*Note - I don't have the slightest idea of what the speaker was saying at this point (when I was participating in this game) so don't put too much important points in your talk here. (everyone will be watching the structures, not the speaker). As time progresses, these straw structures will topple over/collapse/get blown down by the fan/etc one by one. Acknowledge each one as it drops, and at the end you can discuss with the group what makes the good ones stay up, and why those on the ground have fallen. Pay particular attention to the base/foundations of these structures. Conclude that one needs a strong (good/solid/big/firm/etc) foundation

(=Krishna/Hindu values) for ones life, or something to that effect. (The best structures seem to be those constructed like the Eiffel Tower or oil rigs.\*\*During the 10-15 minutes allotted to build the straw towers, you can move around and watch to see who are the leaders and who are the followers (if you wish).

### **Stress Ideas**

Last year one of our college age youth members gave a talk on stress in which she used a hand pump and a balloon to illustrate stress. Every time she listed a stressful event in the life of a typical teen, she pumped more air into the balloon. Every time something came along to relieve the stress (i.e. lunch breaks after a class in which you've forgotten your homework at home) she let a little air out. Then she kept pumping with more stressful items until it popped. The looks on everybody's faces as the balloon was about to explode was hysterical!

Krishna is the safety valve of the second balloon which never lets it get to the breaking point. If I remember them correctly, her suggestions for resolving stress were:

- 1) Prayer - Spending time with God can help put things in perspective.
- 2) Fellowship - being with other Hindus in the same boat helps avoid the feeling that you are all alone.
- 3) Determination - Put up a sign that says "Never Give Up!" somewhere in your room where you will see it every morning.
- 4) Try to plan your week so you can include "fun time."

The best part of the whole talk was how she presented it. She has a real gift for speaking and she did an excellent job during the whole presentation.

### **String Game**

Pass around a ball of string and some scissors and ask everyone to cut off a piece. Some will take tiny pieces, some very long ones. After everyone has a piece, go around they circle and have everyone say one thing about themselves for each finger width of string. This usually gets a few laughs for the person who cut off several feet!

### **Surveys Game**

getting to know you activity

We did something on our Jr. High (7th and 8th grade) retreat along these lines. Everyone wrote (on a 3x5) 5 little known things about themselves with their name at the top of the card. The cards were then turned over to the moderator (in this case the YM). Jack would say: "I am \_\_\_\_\_" and the group had to guess who was associated with this fact. The group had 3 chances. A correct answer was rewarded with a small snack. If after 3 attempts no one was right, the person who wrote the fact got the snack.

We got to learn a lot about the various members of the group, and it was fun! (I had thought that I wrote something about myself that no one would guess, my being an Eagle Scout. Two answered wrong, and then Josh suddenly got this look on his face and looked at me, and I



thought "He's made me!" But that was the point of the whole exercise, to get to know each other better.

### **Swamp crossing**

Divide group into two teams. Give each team 3 "rocks" (construction paper cutouts about 1 1/2' x 1 1/2'). Make a start and finish line (maybe 30 feet apart) and tell them that they must get their whole team across without touching the water, using only these rocks to get across. They may move the rocks as they go, however, only one foot can be on a rock at a time. A cool puzzle to try and figure out! Great for building cooperation skills!

### **Take of what you don't need.**

This is a game our youth group uses to initiate new campers. A new camper is asked to sit in the middle of a circle and someone will put a blanket over them.

You tell the camper the object of the game is to see who can get the most points by taking off everything they don't need (1 pt for each object). The group urges them on "What do you not need?" The person usually starts off throwing out their shoes, socks, watches, shirts, etc. BUT the real object is for them to realize they don't need the blanket and the real winner is the one with the least points before they realize it's the blanket. Youth Leaders beware - some youth you just have to tell before they strip!!

### **Telegraph**

Have the youth line up on the floor in lines of about 8. Hand all of them paper and pencils, and start at one end. Whisper to the person on the end what you want them to draw. Have the person sitting next to that person what they see, and the next person the same and so on. Compare the end products at the other end of the lines and what was to be drawn in the beginning. Great lesson when talking about being a model to others and being a good example of Krishna's devotee.

### **Three saints**

Sit the group in a circle. Pick 3 people who are Saint Peter, Paul and John. The 3 saints sit next to each other in front then everyone else makes a semi-circle around them. Then everyone picks a number starting from 1 all the way to the last person. Saint Peter starts the rhythm which is pat thighs once, clap hands once, snap left then snap right. Then one the thigh pat Saint Peter says his name and by the finger snap he says a number or one of the other saints name. (" Saint Peter, Number one") That person must then say their name and someone else right on beat if they mess up than they move to last place and everyone moves around. If you get one of the saints out then they switch places with the saint and they go to the last chair. The object is too unseat all the saints. So you want to try to get the saints out by calling them all the time. Or you can play that if you mess up they get out and the last three standing go between each other and whomever is left is the ruling saint.

### **Thrift store fashion show**

Load up all of you students in the bus or van and take them to the local Thrift Store.

(Announce prior to the event for each student to bring \$5).

When you arrive, give the students 15 minutes to go in, find an outfit that costs \$5 total, and come back and get on the bus. Return to the temple, where you will conduct a fashion show, where each student gets to show off their \$5 outfit. It makes it a lot of fun to have dance music and lights going if you have the resources. Also it's great for the Leader or one of the sponsors to take down all of the information and narrate the show. For example, if Johnny bought Levis Jeans and a vintage boy scout shirt, the narrator, would announce that as Johnny walked out on stage. This is just great fun, gives kids the chance to have a minute in the spotlight, and many of the kids will buy clothes that they'd actually wear again!

### **Toilet paper get to know you**

A very simple game. Sitting in a circle as a group, pass around a roll of TP and tell kids to rip off at least 3, but as many as they want, squares from the roll. Some kids will take only three if the leader takes three, so leaders take your squares first and take a fair amount (e.g., 10). Each person then has a turn (go around the circle) and must tell the rest of the group something about themselves for every square they ripped off the roll. E.g., my name is Tom (rip), I like hockey (rip), I have three sisters and a brother (rip), etc... The only mess is a bunch of TP squares that need to be picked up after the game is over.

### **Tower of flour**

This is a game for smaller youth groups. Take a 12 oz cup and put a penny on the bottom, then pack it tight with flour. Place a piece of paper on top of the full cup of flour and flip it upside down on a table. Carefully remove the cup without disturbing the flour. What you should have is a tower of flour with a penny on top. You give each person a butter knife. (because anything sharper could cause problems). The object of the game is to take turns cutting away at the flour without disturbing the penny. The person that causes the penny to fall has to pick up the penny with their lips. Then you start all over.

### **Train Wreck**

Have two rows of chairs, one less than the number of people playing. Number off the chairs, so that evens are on one side, and odds on the other. The person who is it, stands in front, and calls out numbers, or something of that sort, to the whole "Train." Those numbers then have to get up and switch with another person. The person in front tries to get in one of the open seats. If "it" succeeds, the person left standing is it. Start out with only calling out two numbers, but let it get harder as it goes along (three, four, seven, etc... different numbers called out. Or any number divisible by three! Cruel things like that) To keep it lively, the people do not keep their numbers, the chairs do. After they switch chairs, they have to figure out what their new number is. Also, to keep everyone moving, the person in front can yell, "Train Wreck!" At which point every one gets up and runs to a different chair.

### **Traffic light**

Put a person on eight of the plates, leaving the middle one open. Have each group of four face the other group of four, staying in a straight line. Tell them that they have to move the whole group to the opposite side, where the other group of four is standing. One catch, no one can go backwards and no one can jump a person facing the same way they are and they can only jump one person from the other side at a time. If they feel they may have messed up, have them start all over again, from the top. If you feel one or more have caught on to it too quickly, then handicap them by having them not be able to speak. It can be done and can take forever, but you really see who the leaders of the pack are and who are the thinkers and who the followers are. Try it on paper first so you know how to do it. Any questions, just e-mail me. Happy to explain better.

Debriefing this game works well with having each person talk about what they observed from it and how they felt during it.

### **Tree**

Works with any sized group...Have kids take their shoes off, then sit in a circle with all their feet touching in the middle (their legs should be straight)... Designate someone to be "it"-- They need to stand in the middle of all the feet (Everybody should have their feet touching the feet/ankles/etc. of the person in the middle, so that "it" cannot move or twist)...The person in the middle is then given a push, and pandemonium ensues! NOTE: The person who is "it" should keep their knees locked, & as I say, assume a "pick stance" (i.e., protecting oneself while setting a "pick" in basketball).

The object of the game is to not let the person who is "it" fall on you if you're sitting down--If they do, then you're it! This may sound risky, but for our group at least, it has been trouble-free, and the kids love it!

### **Twenty questions**

For somewhat small groups (3-15 people). You give the group a scenario and they try to figure out the missing pieces and the answer to the scenario by asking the leader yes or no questions (a question that can only be answered by yes, no, or doesn't make a difference).

1. Man with a backpack There is a man with a backpack on lying face down in the middle of the desert dead. How did he die?

Parachute jumper that died from his parachute not opening up. 2. Men and bicycles Two men lie dead at a table in a room with 52 bicycles. How did the men die?

Two gamblers shot each other while playing cards. (Bicycle Brand Cards)

### **Twenty questions more**

An addition to "Twenty Questions":

"BANG" ~~ The scenario: A truck driver is pulling into a weigh station so he hits his hand against the truck so that his chickens will fly around the truck, that way they won't be weighed.

"A DEAD MAN LYING IN THE MIDDLE OF THE DESERT WITH NOTHING BUT A STRAW... THERE ARE NO TRACKS OR FOOTPRINTS AROUND HIM. HOW DID HE GET THERE?"~~ The scenario: He was in a hot air balloon with others. The passengers were too heavy, so one had to jump out... he picked the short straw so he had to jump

### **Using old trophies**

Gather several old trophies from a storage room at your temple. Take them apart and create a super huge trophy. The trophy can be used in several ways and can be reused and rebuilt for different events. Neat idea!!!!

### **Waking up in the dorm room**

You will need to discuss this with your team and make sure everyone is OK with it. You will also need a very hard core volunteer!

Tell your group that you wanted to prepare them for college by showing them a little bit of what college life is like. Have a table up front with a large clear glass bowl, a toothbrush and toothpaste and about five glasses of water. Have the members of the skit enter one by one and act like they're waking up. They proceed to pick up the toothbrush and brush their teeth. (The messier the better - and lots of water). Everyone uses the same brush and spits the water out into the bowl. Lots of water - get as much in the bowl as possible! This by itself will get half the group sickened. By the time the last person comes out they will think that they have seen it all. However, they would be very, very wrong. The

hard core volunteer acts the same way - except that he (I've never found a girl that would do this part) stops and looks at the bowl and says 'Boy, am I starved' then he pulls out a hidden box of cereal and pours it into the milky sludge in the bowl and starts to eat it. [Have barf bags ready for your group. If anyone else has a skit like this I would love to get it.

### **Walk of faith**

I got this game from a friend of my and it is great! The time depends on how many kids you have. You take the board and put it on the ground (don't let the kids see the board). Blindfold the kid and tell them they are going to take a walk of faith. Have two adults pick the kid up as high as they can and tell him he is 2 or 3 feet off the ground have a third adult put the kids feet on the board. Then let go and tell them to walk. It is a great initiation!!!!

### **Water waiter**

Two leaders, a chair and volunteer, and a plastic or Styrofoam cup full to the brim with water. Get a volunteer and lead them into another room. While they are away clue in everyone else what is going on. Basically the scene is a restaurant the youth leader is the customer, the other leader the waiter. The volunteer must be the table. Lead the volunteer in explain to him that he or she is a table. They must act like a table, rigid and supportive, strong and straight. Get them set up as the table with the chair beside them. Now the youth leader walks in and the waiter comes up to him and asks him for his order. Act this out in as funny a way as possible. Then the waiter asks what the customer would like to drink. "Oh, just water" The waiter leaves and returns with the Styrofoam cup of water which either he or the youth leader places on the table right between the victims shoulder blades. then everyone runs away. It is impossible to get the cup of your shoulders without spilling the water all over yourself! But it is fun watching people try!

### **We got it they got it.**

The object is to be the first team to get four of a kind in your hand and have your partners signal by yelling "We Got It" or to be the first team to catch another team with four of a kind in their hand and yell "They Got It".

**SMALL GROUP:** Sit around the table with your partner opposite. Each person is dealt 4 cards and then the dealer puts 4 cards in the middle of the table and the says "go". Players can exchange the cards in their hands with the ones on the table (all cards face up on table) trying to get 4 of a kind. (Dealer takes away cards on table when action stops and puts out 4 new cards) When one person gets 4 of a kind he/she tries to signal their partner who must call "we got it" before other players notice and say "they got it". A point is given to the team that either has 4 of a kind and calls it or catches another team with 4 of a kind and calls it.**BIG GROUPS:** Same idea as small group but play in a bigger room. Divide into teams and then divide teams in half and put them across from each other in a room. (so 1/2 team is facing the other 1/2). Give each 1/2 team 4 cards. Place 4 cards in middle of floor and say go. Kids run up and exchange only the cards in their own hands (makes everyone participate) and when a 1/2 teams has 4 of a kind they must try and signal their other 1/2 to call "we got it" before another team notices and calls "they got it".

### **What am I**

The youth sit in a circle. One person goes outside the room, while he is away the others decide what he should "be" when he comes back. He has to ask each youth member in turn what he has to buy for himself. One may say black boots, another a whistle, another a flashlight, etc. If the shopper goes right around the circle without guessing what he is (policeman), he must go out again, and the campers will choose something else.

## **Weight machine**

1 Volunteer and 3 helpers

Have people find out the weight of the volunteer prior to the game.

(They need to find out as naturally as possible). During your meeting have one of the helpers come up and explain how this person has the uncanny gift of guessing the weight of anyone they meet. Then ask for three volunteers. Choose the other two helpers and the volunteer you are going to get. Have the three 'volunteers' stand off to one side of the room. Have the weight machine person sit on the floor and then bring over the first helper/volunteer. They sit down facing the weight machine and put the bottoms of their feet against the bottom of the weight machine's feet. They both reach across and grab wrists. The weight machine leans back and lifts the other person off their butt and then lowers them back down. They think about how heavy the helper was and then announces their weight. (Of course, you already gave him this information beforehand - although a pronouncement of 400 lbs for a small ninth grade girl is funny, too) This is repeated for the other helper and then the true volunteer. But after the weight machine lifts the true volunteer up you slide a monster sized, plastic bowl or pan of water under where their butt will be lowered.

## **Wheel of faith**

Just like Wheel of Fortune except with a spiritual purpose. Our wheel is simply a round piece of wood attached to a square base by a spinning device (easily bought at local hardware store). Cut out different colours of triangle-shaped construction paper and write on them ( ie. 100 points, 500 points, bankrupt, prize - we even had on that said "sing" where if the player didn't get a letter they had to sing something). Now glue these onto the circular piece of wood to create a "wheel of faith". We placed thumb tacks on the perimeter of the wheel and used one half of an ice cream bucket handle as a wand to gradually slow down the wheel ( similar to the real one on the show).

You can use similar categories for your puzzles but we try to use lots of Scripture verses or temple related things - any phrase, place, person, event, or before & after concept you think would fit. Draw as many blank spaces on the chalkboard as there are letters in the puzzle (like hangman). Let the kids spin individually or as a team (if there are lots of kids) and let them guess letters and try to solve the puzzle - give them a small prize if they succeed. Like the real thing if someone's letter isn't on the board they lose thier turn. This is a great way to get the regular kids to learn more Scripture verses and to expose the new kids to Gospel verses and ideas.

### **What are we.**

Break up the group into 2-4 teams. Have them assemble together. The judge or judges have to get to a somewhat of an elevated position. You can stand on a chair. You call out an object and each group has to make that object as it would be seen from above. The judge decides whose shape looks the most realistic and awards a point. Play 5 or 6 rounds increasing the difficulty of the shape.

When I did this we had a high balcony to use at our University. It was a blast. Some examples of shapes are, a stop sign, a chair, a palm tree with coconuts, a dog, a person, or a pair of sunglasses

### **Who sir? Me sir**

Have the kids sit in one row containing just enough chairs for everyone. Have the kids number off, then say, "I'm looking for the one who stole my cookie jar and I believe it was number seven". You can say any number, but the corresponding kid has to say "Who sir, me sir?" to which you reply "Yes sir, you sir". The student then says, "No sir, not I sir", and the leader asks, "Then who sir?" and the student replies, "Number two, sir". Then the second student says, "Who sir, me sir?" and the leader says "Yes sir, you sir" and the game continues like this until a student messes up by saying the wrong word, hesitating too long, or answering to the wrong number. The student who messes up goes to the end of the line, and many students will have a new number. The point is to get to the front of the line, so the kids will want to keep returning the "questioning" to a person sitting closer to the front of the line to give them more opportunities to mess up so that the students can move up. The leader can add to the confusion after the kids understand how to play by talking very fast or by talking directly to one student while saying another's number. Our kids love this game and the leader doesn't have to worry about what to do with kids who are "out" of the game because they are never out.

### **Whose line is it anyway ?**

This is our rendition of the popular TV show. Put everyone's name on a slip of paper and place it in a bag. Then, come up with different situations for the "actors" to act out( make sure you put how many people are needed for each situation), place these in another bag. To begin the game, draw out a situation and according to the number of actors needed, draw out that number of names. For example, Jonah being swallowed by the whale and then spit out, you need a minimum of two actors. This game gets even the shyest person in your group to join in and it brings loads of laughter.

### **Whose your neighbor**

This is a great get to know you game that our youth like to play even when they know everyone in the circle. You start with a chair for every person playing (less one chair for the person in the middle). The person in the middle walks up to someone that's sitting down, points at them and asks "Who's your neighbor?".

As soon as they have asked the question, they count to 10 as fast as they can. The person that was pointed at must say the first names of the persons on his right AND left before the one in the middle finishes counting to 10. If they can't name both people, they are in the middle. If they succeed with naming the names, the person in the middle then asks "Do you like your neighbor?". The person pointed at can answer either yes or no (I always say there is nothing personal with the "NO" answer...it's just part of the game). If he answers yes, EVERYONE must get up and move to a different seat at least 2 chairs away from where they were sitting. If the person says "NO", then the middle person asks "WHY NOT?". The person that was pointed at then responds with some kind of answer...i.e. "because they are wearing jeans"...then everyone wearing jeans would have to get up and move. Everytime that some people move, the middle person tries to take an empty seat and the person left without a chair becomes the new middle person.

### **Wink killer**

Everyone sits in a circle. Youth Director, or teacher, whoever is leading the group takes a deck of cards and uses only as many cards as there are players. One of the cards must be the ace of spades. Then the leader goes around the circle with the card faces hidden and has everyone draw a card and keep it hidden. Whoever draws the ace of spades becomes the 'killer'. (You can also just go around the circle with everyone's eyes closed and tap the 'killer' duck-duck-goose style.)

The object is for the killer to catch someone's eye and wink at them. When you are winked at, you must say aloud 'I'm dead' and sit quietly until the game is over. The object is for someone to be able to identify the killer before he is killed. If someone in the group thinks they can identify the killer, they must say aloud to the group they think they know who it is. If they correctly identify the killer the game is ended. If they are wrong, they too are dead.

### **Xtreme faith youth**

Start with a circle of players. A volunteer is picked from the group (someone who hasn't played before) and escorted out of the room until instructions are given to the others. Explain to the players left that they are all patients of the psychiatrist and all have the same illness. They think they are the person on their left. Bring the volunteer back into the room and introduce him/her as the psychiatrist. The psychiatrist has to ask yes&no questions to figure this out. I've found that they sometimes draw blanks. Just encourage them to ask personal questions(hair color, what school they attend)and sometimes being obvious makes it funny. You can always play other similar games where the players think they are an animal that starts with the first letter in their name.



## **Yarn talk**

Bring a ball or skein of yarn. Best time - late evening, after a snack. Everybody sits in a large circle (so they can see each other - no back rows). Introduce a topic (i.e. - how can we have better unity in our group? What are the hindrances to unity, and how can we overcome them?) Then lay out the ground

### **RULES:**

- a. ONLY the person holding the yarn ball may talk. He/she will talk uninterrupted - everyone will get their turn. (you may need to set a 3-5 min. time-limit if you have a large or very talkative group - use a watch with an alarm to signal the end of their time, or an egg timer).
  - b. The yarn begins with the first person to raise their hand, then proceeds to the left. Everybody has the opportunity to talk - but no one is required to.
  - c. The first person holds the end of the yarn, passing the ball; the next person continues to hold onto the string of yarn as it is passed - once the ball has gone all the way around, you will have a large yarn circle. After it has gone all the way around, those who want to talk silently raise their hands. The person holding the yarn tosses the ball to one of them, still holding their section of yarn. As the ball gets passed and unrolled, you will have a large spider web forming.
  - d. No bashing people - present or absent (i.e. - one youth, who was extremely negative and made most of the group angry, was not at the retreat, and we didn't allow them to speak about him). Any comments about those present need to be made in a loving, constructive manner (Eph. 4:29).
  - e. This is not a gripe session - our goal is finding solutions to our problems.
  - f. What is said here is CONFIDENTIAL and should not leave this room (esp. important to teach them how to keep confidences).
- Hope some of these ideas help - they were EXTREMELY helpful in building LASTING unity. The yarn talk was so popular that it is now a permanent fixture at any camp/retreat/lock-in.

## **Zoom circle**

Players all sit in a circle. One person starts the zoom circle by turning their head either left or right (facing the person next to them) and says, "Zoom". The next person must (quickly!) do the same with the person next to them. Concentrate on smooth flow for a continued length of time. The next step: "Screech zoom". As the Zoom hits you, make a braking motion with your foot, and say "Screech zoom". The Zoom must now reverse direction. The next step: "Profigliaro". As the Zoom hits you, you can point across the circle to a specific person and say "Profigliaro". (To avoid confusion, you may wish to say "Profigliaro -- John" or something). The selected person may now restart the Zoom in the direction of their choice. Next step: "Schwartz!" The recipient of a Profigliaro can reject it by holding their nose, turning their head and saying "Schwartz!" The Zoom then falls back to the pointer's responsibility.