

GAMES

Ice cream tasting:

Buy small servings of every available flavour and have each participant use a plastic spoon to taste and correctly name the flavour.

Marshmallow race:

Design a narrow racecourse of a few centimetres wide and give each player a straw and a small marshmallow to blow around a small course without going out of bounds.

Freeze:

Assign each player a number and have everyone stand close together in the centre of the room or playing area. Yell out a number and immediately toss a volleyball into the air above the players. The player with that number grabs the ball. Meanwhile, the other players are trying to run as far away as possible (any of them who intentionally touches the ball is disqualified). As soon as the player, whose number was called, grabs the ball, the player with the ball yells, "Freeze!" All the other players must freeze in their tracks. The player with the ball then tries to hit the nearest frozen player with the ball. Players who are hit must go out (cross their numbers off your list) and players who throw the ball, but miss, must also go out. Keep playing rounds until a single player is left.

Inner-tube tug-o-war:

Tie two inner tubes together with a length of rope. Have two players each sit on a tube in a pool. Players each attempt to drag the other tube across a line. The players are not allowed to touch the bottom even if the water is shallow. The line can be an imaginary one drawn between two markers or it can be a rope stretched between helpers or stationary objects. The contest should start with the goal line centred on the midpoint of the rope connecting the two inner tubes. If you have several inner tubes link them together.

All-fours limbo:

Participants attempt to cross under a bar spread-eagled with only hands and toes touching the floor – no knees or elbows. Lower the bar each time all the participants have had a turn.

Blindfold:

Blindfold your kids and have them draw a simple Scripture scene while you read them a Scripture scene.

Field trips:

For a talk on materialism go to a car sales yard with brand new expensive cars and talk to the salesman about the down-payments, costs etc. then go to a wreckers' yard and see the same cars as a wreck.

Pet contest:

Take a photo/video of your group's pets and have a competition guessing who belongs to the pet.

Wrist waster:

Compete to see who can screw the most wood screws into wood.

A little bit of fun:

Locate as many different shaped jars as you can. Remove the lids and place them some distance from the jars. Each player has a chance to match all the lids to the proper jars. Time each player. The one to screw on all the lids in the shortest time is the winner. Players may hold only one lid at a time – they cannot carry more than one lid over to the jars each trip.

Grab it:

Players line up against a wall. The leader calls out the name of some object in the room. Everyone runs to the object to touch it and then returns to his or her place against the wall. The last player to return is out of the game. Play until only one person remains.

Balloon blow hard:

Assemble players into two or more teams and give each person on each team a deflated balloon. On the signal to begin, the first player on each team inflates his or her balloon and lets it go. The object is to try to fly the balloon out a door or across a goal line. The goal should be about three or five metres away. If the balloon falls short, the player runs to their balloon and tries again from that new spot. When the player is successful, the next player on the team gets to try.

Turbin it:

Each player needs to have some sort of hollow tube, such as the cardboard tubes from wrapping paper, toilet paper, and paper towels. Short lengths of PVC pipe will do. Line the members of the team up creating one long tube per team. The object of the game is for each team to pass ten marbles, one at a time, through the long tube. Each marble should drop into one of ten cups arranged throughout the room (all within reach of the team from the starting end on the tube, which remains stationary). First team to be successful wins. Any marbles that miss the cups or fall through one of the joints must be started over at the beginning.

Wheelbarrow bumbling:

Draw two parallel lines about 45cm apart and about 5 to 6 metres long across the floor. Assemble players into two groups one at each end between the lines. Players form pairs in the typical wheelbarrow stance. At the signal to begin, pairs walk their wheelbarrows to the opposite end of the track. Of course, they will encounter players coming along the track toward them. The object is to pass without stepping out of the lines. Anyone who steps over a line is out of the game. To prevent rough housing, the other pair involved in a collision, where one pair is involved in them stepping over the line, is also out of the game.

Water balloon hockey:

A relay sweeping water balloons along the course.

Hunt and seek:

Assemble players into several groups. Give each team a list of about twenty items of information to discover about its groups members. Each group gives itself the number of points based on the information. The group with the most points wins. eg.:

What is the first letter of each person's first name? Add up the number of points each letter is worth (A=1, B=2 and so forth).

Add up the total of all shirt buttons in the group.

Add up the total height, of all group members.

In what months were the group members born? Add up the months' value.

Subtract one point for every tooth that has been pulled out by a dentist or every tonsil removed.

Marshmallows away:

Throw marshmallows for the players to catch in their mouths.

Wheel of fortune:

Assemble players into two teams. Teams elect one player each to serve as the representative of the team. Teams may shout instructions to the representatives. Construct a large cardboard 'wheel of fortune'. The first representative has a chance to spin the wheel of fortune. The player gets to guess a letter in the phrase. If the player guesses correctly, he or she gets to 'keep' what was earned on the wheel and take another spin. If the player gets a bad item on the wheel he or she loses the turn. During his or her turn, a player can elect to guess the entire phrase. Team members may help. If the player guesses correctly the team wins the round. Incorrectly guess and the other team gets a chance. If they can't guess, play resumes. Play several rounds, each time adding up how many points the winners have scored on the wheel. (Be sure the arrow is perfectly balanced so it won't be weighted in any one direction. Tape a small coin to the arrow as a balance weight – use trial and error for the correct position). Scripture verses make good, tough phrases.

Water balloon relay:

A standard relay race, run with a water balloon between the knees of the racers. After the first runner completes the course successfully, he may then use hands to transfer the water balloon to the next runner. At no other time may hands be used. If a runner drops a balloon, he or she must start over.

Guess the word:

One player from each team attempts to communicate a concealed word to the other player using one-word definitions or clues. The other player attempts to guess the word. Each couple has thirty seconds to communicate five words. Each correctly guessed word counts for five points. Words that stump the receiver may be passed by to go on to the next word. Call time after exactly thirty seconds and add up the points scored. One couple plays at a time, while the other couple watches. Play several rounds, each time new couples form the teams. To give players a bit of a hint, tell them that each of the five words they must guess fall into a certain category (such as words that begin with the letter G or words from the Scripture and so on). Prepare index cards with one word on each card. As play progresses, give each 'giver' one card at a time e.g. the word to be guessed = believe. Clues = trust, faith, accept, convinced, rely. Players may use gestures and may reuse clues.

Hat stealers:

All players assemble within a circle or square marked on the floor. At the signal, players attempt to steal hats without losing their own. Stolen hats may be tossed out of the game. When a player loses a hat they must exit the game. Play continues until one player remains.

Marshmallow toss:

Stand one player on a chair, holding a bowl. A player standing several meters away tries to score a 'basket'. The player on the chair may move the bowl to try to catch the marshmallow, but he or she may never leave the chair. Give each couple ten marshmallows.

A minute of silence:

At the signal, everybody is to silently count seconds until they think one minute has gone by. As each student thinks time is up, he or she silently raises a hand. After all hands are raised, reveal who made the closest guess. To make it a little tougher, sing a song while students count.

Guess list:

Guess the number of beans in a jar.

Guess the weight of the leaders (bring a bathroom scale).

Tell the participants your middle initials and let them guess your middle name.

Let them guess your age.

Fortune cookies:

Pop some questions or statements into a cookie mixture for a discussion starter.

Telephone exchange:

Players form pairs. Each pair receives a copy of the telephone push button illustration below, upon which they write their first names and phone numbers. Players use their two telephone numbers to form as many words as possible. Each digit translates into three letters as shown on the dial. The digits 1 and 0 do not count. Words formed must be at least three letters long. Remember couples may combine their numbers to form words. Couple with the most words wins.

1	2	3 DEF
4 GHI	5 JKL	6 MNO
7	8 TUV	9
0		

Name:
Phone Number:
Name:
Phone Number:

Deepavalli gifting:

Everybody is to bring a wrapped present, costing no more than a designated amount, to be placed under the tree or in a basket. Everyone is to draw a number out of a hat. Number one goes first to choose a present (no feeling the presents before one is chosen). They then unwrap the present for everyone to see. The person who has number 2 then has a choice to take the present from number one or to choose another present. If they take number one's present then number one has another chance to choose from the unwrapped pile. Number three now has a choice of two presents or the pile. From this point on the players, who have had their presents taken from them, can either take a present from the pile or from another player. A present is only allowed to move three people and then it must remain with the third person that claims it.

Lefty laces:

You need three pairs of large shoes with laces (shoes and boots can be found at second-hand shops if need be). Three volunteer couples come to the front of the group. One player from each couple removes their shoes. The couple ties the laces with each member of the couple using one hand only. Their left hands if they are naturally right handed or right hand if they are left handed.

Left over names:

If your crowd has some new faces, begin the meeting by requiring that all participants write their full names on the chalkboard or butcher paper, one person at a time, using the hand they do not normally use. Or make them write their names while looking at the reflection of the paper in a mirror.

Psychiatry

Select 4 or 5 people from the group to be “psychiatrists” and send them out of the room. The remaining members of the group choose one person to be the “patient”. Each person assumes the characteristics of the person on her/his right. For eg. If asked the colour of the patient’s hair, the person questioned would say “blonde” if that is the colour of the person on his right. Bring in the “psychiatrists” one at a time. “Psychiatrists” may ask any question of any person except the name of the “patient”. Game continues until all the “psychiatrists” have guessed the “patient”.

Predicaments

One person leaves the room while the others select a predicament, such as “in the shower and the doorbell rings, then the telephone rings”, or “out of gas in a rainstorm”. The person returns and tries to learn the nature of the predicament. To do so he asks the players in turn, “What would you do in this predicament?” and each must give an appropriate answer. The one who gives the predicament away is the next to leave the room.

Compare it to me

While one player is out of the room, the others choose an object in plain sight. The player returns and goes up to the others in turn, saying “Compare it to me”. The person then makes a comparison between the player and the object. When the person guesses the object, the person who gave the last comparison must take the player’s place.

Ring the bell

Cut the centre from a paper and attach a small bell to the centre. Hang the ornament from the ceiling. Divide the group into two teams and give each person a chance to ring the bell by throwing a small bean bag. The team that rings the bell the most is the winner.

Nut throwing contest

Put a small bowl inside a large bowl and place the two bowls in a large container. Each player then tries to throw three nuts into the small bowl. The player scores 5 points for each nut that lands in the small bowl, 3 points for each nut that lands in the large bowl, and 1 point for each that lands in the large container.

Cities

Prepare a card for every letter of the alphabet. The leader holds up one card. The first person to call out the name of a city beginning with that letter receives the card. The cards can be held up in any order. At the end of the game, the person with the most cards is the winner.

Clumsy wrestler

Boys usually like this game. Divide the players into pairs according to size. Have 2 players stand facing each other with hands on the other's shoulders. Place a Coke bottle on the floor between them. The players pull and push to get their opponent to knock over the bottle. The one to knock over the bottle is the loser. Winners may then play against each other.

Chicken yard fight

Draw a circle on the ground. Have 2 players stand inside it each holding his ankles. At a given signal, each player tries to push the other from the circle or make him lose his balance. The first player to release their ankles, leave the circle, or fall, is the loser.

Dressmakers

Divide the group into pairs. Give each pair several newspapers and pins. Each pair has a dressmaker and a model. The dressmaker creates their own style by using their's and the model's imagination. Vote to choose the most attractive style.

Keep away

This game is an old favourite. The boys form one team and the girls form another and try to keep the volleyball away from each other.

Balloon bump

Each person is given a balloon to tie around his/her waist so that the balloon is at the back. The object of the game is to break the balloons by bumping into one another. The one who survives with an unbroken balloon is the winner.

Paper duel

The players are paired off and blindfolded. Each duelist is given a tightly rolled newspaper as a weapon to be held in the right hand. The left hand grasps one end of a yardstick. Being unable to see, the blows to the enemy are not too accurate. Allow 4 minutes and then choose another pair.

Gum animals

Each person is given a piece of gum and told to start chewing until further orders. After a while give each a toothpick and a small piece of cardboard with the name of an animal written on it. Each player then molds his gum with his toothpick into the shape of the animal written on the cardboard. When all have finished, display each and choose the winner.

In the ring

Draw a ring on the floor large enough for the men of the party to stand inside and still leave a margin of three feet. The men stay inside the ring with arms folded, facing the centre. When a signal is given, all begin to push and shove the others out, while trying to remain inside the ring themselves. Anyone who is pushed over the line or unfolds his arms is out of the game. The shoving continues until one player is left.

Toothpicks

Scatter a box of toothpicks on the floor and see who can pick up the most toothpicks in a given time. Count the picks and reward the winner.

Pick the nose

Choose a group of people to go out of the room and stand behind a sheet with holes cut out of it just large enough to show an ear or a nose or an eye. The rest of the group is to guess who belongs to the part of the face showing.

Chewing tug of war

Tie a piece of candy to the middle of a string which is 8 to 10 feet long. Two people take one end of the string in his mouth and clasps his hands behind his back. At a signal each begins to chew the string into his mouth until one reaches the candy. The person who gets the candy is the winner.

Paper race

Each person is given two pieces of newspaper [folded twice]. The object of the game is to reach the finish line by stepping only on the newspapers. This can be done by placing the newspaper on the floor, stepping on them, and then shifting the papers and advancing.

Feather race

Each person is given a small feather and a fan. The person drives the feather to the finish line and back by fanning it. [A 5 x 5cm square of tissue paper can be used instead of a feather.]

Bean extracting

Give each person a cup containing several beans to hold in one hand, a teaspoon to hold in the other, and an empty cup to put on top of his head. While looking into a mirror, each player transfers the beans one at a time. The player who completes the task in the shortest time is the winner.

The lost child

One player leaves the room, and while she is gone, a second player leaves. The first player is recalled and given ten seconds to discover who is missing.

Arranging the newspaper

One complete newspaper must be prepared for each player. Mix up all the pages. Sitting as close to each other as possible, players must restore their own papers to the original order. This is very difficult in close quarters. The first one to finish is the winner.

Bounce the ball

Choose as many players as you wish to compete in this game. Place a rubbish bin about 8 ft. from the players. Each player is then given 3 tries to bounce a volleyball on the floor so that it lands in the rubbish bin. He scores one point for each successful landing. The player with the most points wins.

Goes together

Write each of the following words on a piece of paper and hand one to every guest. On a given signal each guest must try to find the word that goes together with his word. You now have partners for another game.

Hospital Doctor

Lock Key

Shoe Sock

Glove Hand

Bullet Gun

Needle Thread

Spectacles Eyes

Soap Water

Bank Money

Crime Jail

Night Darkness

Romance Love

Jar ring toss

Prepare a square board by driving twenty three 3" nails into it at an angle. Hang the board on the wall or stand it on a table at shoulder height. Give the player 10 rings, and have him stand 10 ft. from the score board and throw the rings. For added interest, give the rings different point values. Keep score.

Banana race

Give each player a banana with the instructions to peel and eat it while holding one hand behind him. On a given signal, they begin. The first one who finishes and whistles is the winner.

Walking Alphabet

Divide a large group into two teams and pin a letter of the alphabet on the front of every person. Give each side the same letters and have them stand away from each other. A Gita question is then asked that can be answered with the spelling of one or two words. The team that spells it first, by aligning those letters in correct order, gets ten points. Should a team misspell or give the wrong answer, deduct five points from their score.

Balloon instructions

Divide the group into two teams and give each player a balloon. Inside every balloon is a small slip of paper with the same written instructions. The object of the game is to see which group can first complete the tasks of blowing up their balloons, popping them, reading the instructions, and carrying out the instructions. [Create your own instructions.]

Huff and puff

Establish the goal line and the starting line. Give everyone a balloon. They are to blow up their balloons, get on their hands and knees and blow their balloons to the goal line without touching them. The first to accomplish this is the winner.

Throwing contest

Line the contestants up and give each a paper plate. Everyone gets three tries to throw the plate. The one who throws it the furthest is the winner.

Egg cracking contest

Give everyone a hard-boiled egg and instruct them to hold the small end up. Invite the players to challenge each other to egg-cracking duels. In a duel, two players hold out their eggs and flick the end of their opponent's egg with their finger. The person whose egg remains uncracked wins his opponent's egg. The other person is out. Any eggs accumulated before a person goes out may be kept; he need only give up the one egg. The game ends when only one person is left standing. There are 2 winners: the one whose egg remains uncracked, and the one who has collected the most eggs.

Fanning

Divide your group into two teams and ask each team to form into a circle. Place a pie tin in the middle of each circle. In one circle scatter thirty white tissue hearts. In the other scatter thirty red tissue hearts. Give each player a paper plate. The team who fans the most hearts into the tin is the winner. [Allow 5 to 10 minutes.]

Tick tack toe

Create a tick-tack-toe square by using 9 chairs. Boys and girls play against each other. The object of the game is to form a row of either 3 boys or 3 girls. A girl gets the first chance to choose a seat, a boy follows. Continue to alternate until either an all-boy or all-girl vertical, horizontal, or diagonal line is formed. Play several times.

Guess the Objects

Choose 3 or 4 people to participate in this game. Send them out of the room and bring them back in 1 at a time, blindfolded. Each one is given about 8 to 10 objects to guess. Make them as eerie to feel as possible. For instance; ice, peeled grapes, chestnut burrs, oysters, etc. The objects may be held for only a moment.

Hit and miss

Choose someone to be "it". Have them stand with their back to the group. A towel with a knot tied in it is passed from one person to another until someone throws it to "it" and hits her. "It" then turns quickly and tries to guess who hit them. If they guess incorrectly the game continues. If they guess correctly, that person takes "it"'s place.

Egg toss

Have 2 players stand facing each other about a metre apart. Give a raw egg to one of the players. They throw it to their partner. If the partner catches the egg without breaking it, the players each take a large step backward. For every accurate catch, the players get to take another step backward. If the egg cracks or hits the ground, the couple is eliminated. Several couples may compete to see who can stay in the game the longest.

Raw egg relay

Divide a group into 2 equal teams. Line them up. Place a pot of water, containing a raw egg for each player, a few feet in front of the first person in each team. Give each team a spoon. At a given signal, the first player gets an egg out of the pot with the spoon and takes it to an egg carton some distance away. If they should drop the egg, they are to clean it up before the next person on their team may proceed. The team filling up their carton first is the winner.

Slap tag

All players stand in a circle clasping hands. "It" runs around the outside of the circle and tags a player as he runs. The person tagged immediately runs in the opposite direction from "it". Both try to reach the vacant spot first. The successful runner rejoins the circle and the unsuccessful runner becomes "it".

Life saver relay

Divide a group into 2 teams. Give everyone a toothpick to hold between their teeth. Place a Life Saver on the toothpick of the first person on each side. The game begins. The Life Saver is passed from person to person by lining up the toothpicks so that the Life Saver slides onto the next person's toothpick. Hands may not be used. Should a Life Saver drop, that team begins again with the first person and a new Life Saver. The first team to relay a Life Saver to the end of its line is the winner.

Two Deep

The players, except 2, stand in a circle. One of the players is the runner, the other is the chaser. The chaser pursues the runner around the circle. The runner saves himself from being tagged by stepping in front of one of the players in the circle. That player becomes the runner and the chaser attempts to tag him. Whenever the runner is tagged, he becomes the new chaser and the game continues.

Who is the leader?

The players form a circle. One person leaves the room while the group chooses a leader. The leader begins an action, such as clapping. The person is brought back into the room to stand in the middle of the circle. The leader carefully changes the action and the other players follow suit. The person in the centre tries to discover who the leader is. It is important that the other players do not give away the leader by watching the leader too closely. When the leader is discovered, she leaves the room and a new leader is appointed.

Number exchange

All players sit in chairs placed in a circle. The players number off consecutively. One player stands in the centre. He calls two numbers. Those persons whose numbers were called must quickly change places. While they do so, the centre player tries to reach one of their places first. The person left without a place becomes the centre player. After a time, the centre player may call more than two numbers, or they may call "number exchange" and everyone must exchange seats.

Rhythm

Players sit in a circle and take consecutive numbers. A rhythm is established, such as tap knees twice, clap hands twice, snap the right fingers and then the left fingers. One person begins by calling their number on the first snap and someone else's number on the second snap. The person whose number is called must repeat their own number on the first snap and another person's number on the second snap. Anyone who breaks the rhythm is eliminated.

Chariot Race

Create a “**Chair-riot**” relay race by having teams carry a person in a chariot made of one chair with two broomstick handles.

Play “Musical Chairs”

(It's still fun). For a variation, cover the floor with a plastic tarpaulin that has been smeared with grease. Have kids run in bare feet.

Have a “Chair Stuffing” contest:

Challenge teams to see which can seat the most people on one chair. WARNING: use sturdy chairs.

Relays:

Two players pull another on a blanket.

Players must run while covered with a sleeping bag.

Old sets of wheels still on an axle are great for a variation of the wheelbarrow race.

Knee Tackle:

Participants must wear kneepads and old clothes. Measure up a grass playing field about 8 by 16 metres and line up teams facing each other. All players must always remain on their knees. The object is for the teams to score points by advancing the ball (football or softball) across the opponents' goal line. The defending team attempts to stop the progress of the offence by tackling the ball carrier. A player is not considered tackled until he declares himself “dead” i.e. it is impossible for him to move under the weight of the opponents or for him to hand the ball off.

The offence has four plays in which to cross the goal line. They may pass or “run”. They may even roll the ball from player to player since the ball is never dead until the carrier yells ‘dead’. If the offence fails to cross the goal line in four plays, the defence takes over the ball. The ball must be carried over the goal line or thrown to a receiver in the end zone to score points. Seven points are awarded for a touchdown. This is a rough game, so keep a close eye on the tempers and keep each game short. You might wish to make up your own rules and penalties as you go along.

Variations:

Try your own versions of "Knee Basketball" (rope a bucket to a tree for the basketball hoop) and "Knee Baseball". Many of the standard games your youth plays can be done on knees – especially relay races. But always remember to use kneepads!

Egg Express:

Have your students take their shoes off and lie on their backs, forming two single file lines. Using only their feet, players are to pass one egg down the line and back again. First team to finish is the winner. If an egg breaks, the team must start over at the beginning of the line with a new egg.

Scrambled Eggs:

Materials required: A pair of old socks for every player and of course, lots of eggs. Have all players remove their shoes and socks. Tell them to wear the socks you provide, with the eggs carefully positioned on top of their feet, under their socks. Mark a large circle or square on the floor (with rope, tape or chalk) to serve as an out of bounds line. Gather all students into the playing field. At the signal, each player is supposed to stomp the other player's eggs to pieces, while protecting his or her own. Only feet can be used, hands must be kept away from other players. The last surviving egg belongs to the winner. You will probably find it takes several sharp-eyed sponsors to spot the longest-lived egg, as it will probably be crushed before the players come to a halt.

Mini-dye war:

Give each player a white T-shirt with a small target on the back. Place everyone inside a large boundary (a circle or square indicated with a rope, hose, tape or chalk) distribute squirt guns filled with watered-down food colouring. (When you dilute the dye, add sufficient water so that the mixture will be strong enough to just slightly stain your skin). On the signal players zap the targets of as many other players as possible, while trying to avoid being 'zapped'. Call a halt after a couple of minutes and compare targets to see who has the cleanest target. Be sure to collect squirt guns.

Little John:

Place a two metre 2 X 4 plank on two sturdy chairs. Two students attempt to knock each other off with rolled-up newspaper bats or padded sticks.

Toss Out:

Boys lock arms in a circle and the girls try to toss boys out of the circle. Last boys remaining are winners. Tip: Tell girls to work together on just one or two boys at a time.

Duelling Marshmallows:

While holding mirrors, two players positioned with their backs to each other attempt to hit each other by throwing marshmallows over their shoulders. Players are not allowed to dodge. Several tries may be required before someone is 'killed'. You can have winners play winners until a 'Fastest marshmallow in the West' takes all comers. Marshmallows dipped in flour will leave records of where they land.

Duelling Balloons:

Two players face each other, standing about 2 metres apart on marks made with tape. At a signal, each quickly blows up a balloon and lets it go. If a flying balloon hits a player, that player loses. If no one is hit, the players keep trying as quickly as they can, each time shooting from the marks. Several duels can be going on at the same time.

Lung Destroyer:

Make a line on the floor and assemble two teams opposing each other on opposite sides of the line. Place several dozen cotton balls on the line. At a signal, players are to blow as many of the cotton balls into the opponents' side as possible. Players must walk on their knees. No hands allowed. After a reasonable time (just before players turn blue) bring the game to a halt. The team with the fewest cotton balls on its side wins.

Slow Motion Relay:

This is a typical relay race, with one catch. As players run the course, they must hold on to their legs at the ankles with their arms reaching down between their legs. Anyone who lets go while racing must start over.

Running Water:

Form two teams. Line students on their backs, feet up. Teams are to pass various objects (listed below) from one end to the other. Any object dropped must be started again from the start. First team to pass all objects wins.

Soccer ball

Pillow/cushion

Beanbag

Telephone book (thick)

Watermelon

Well-filled water balloon

Finally when one or both teams appear to be finished, reveal the final object to be passed – a plastic pail filled to the brim with water.

An Objectionable Relay:

A relay race for two or more teams. Each team assembles into couples. Each couple must pick up an object (could be some of those mentioned above) and transport it the length of the racetrack or obstacle course. They cannot touch the object with their hands or feet. They can pick up and transport the object only with head, shoulders, or middle part of the body.

Variation: Couples can only touch and transport the object with their feet. Their feet may not touch the ground at any time. This requires a lot of time and effort, so make the racecourse small.

Table Basket Ball:

This is a good carnival – style game. Nail Styrofoam or paper cups to plywood. Use a marker to write point values on the cups, the higher points in the middle ‘bulls eye’ cups. Make a ‘wobble ball’ by putting a coin into an under-inflated balloon. Contestants stand back a few metres and try to score points by tossing the balloon into the cups.

Balloon Ball:

Using the balloon wobble ball mentioned in Table Basket Ball is great for ball games such as broom hockey or golf.

Balloon Boogie:

For two or more teams. Place a couple of dozen slightly under-inflated balloons out on the floor. At a signal, one player from each team hops out onto the floor on one foot, holding the other foot up behind with one hand. Players each try to hop on a balloon and pop it. As each player succeeds, he or she runs back to the team so that the next team member can go. First team to finish wins.

Walking On Air:

Tie four balloons to feet and hands on each player to have time trials or races to see who can cross the finish line without a flat.

More games with balloons:

Allow everybody to have a concert, blowing up balloons and making sound effects with the escaping air.

Water wars with water-filled balloons.

Have a competition to see how many balloons can be stuffed down shirts etc.

Ice Cube Meltdown:

Race to see which team can melt a block of ice by sitting on it. Players can take turns using one-minute intervals.

Eskimo Relay:

Teams race to see who can carry a bag of frozen peas between their bodies when they are facing back to back (no hands used).

Bobbing For Ice Cubes:

Instead of apples place ice cubes in a bucket of water to be caught with the mouth.

Ice-Cube Breathe:

See how fast individuals or teams can transfer a pile of ice cubes into a bucket nearby using only their mouths.

Clothes Hog:

Teams or individuals can race to see who put on the largest number of clothes in two minutes.

Wrong Foot:

Play soccer with shoes on the wrong feet.

Stuff the Socks:

At a signal teams each remove their socks and stuff them into 4 Litre plastic jugs (one jug per team). First team to do so wins. The fun comes when teams are told to be the first to get all their socks back on.

Condiment Calamity:

At your next hamburger supper, have all your hungry participants draw five cards each at random. Each card is labelled with the name of one condiment. The condiments are lettuce, tomato, tomato sauce, relish, mayonnaise, mustard, pickle, cheese and anything else you might want to serve. The participants are then able to trade with other people for the condiments they prefer. When all bargaining is through, the cards are traded in for the actual items. The trick is to make several copies of each condiment, but slightly fewer copies than there are participants.

Box It:

A relay race with both feet in a cardboard box, or have a box on each foot.

Chariot Box Race:

Each relay team consisting of eight to ten players elect a player to stand in a box while two or three of the other team members push the box. If the player falls over they must get back in the box. The race continues until all participants have had a chance to ride the boxes.

Wanted Posters.

As people arrive at the venue have them go, one at a time, into a room with an overhead projector with which you can outline people's profiles on a sheet of paper which has WANTED printed on. Later in the evening supply everybody with pen and paper and they have to guess who the numbered profiles are.

Prize to the winner.

Temptation Obstacle course.

Before the meeting set up your obstacle course. Use one continuous string to go from beginning to end over/under chairs, through mud patches, green porridge, through boxes, sprinklers etc. Set the course up so that the participants are unable to avoid going through the mud, sprinklers etc. You could use narrow hallways or have the string so tight that they are unable to stretch it to get past the mucky parts.

Before you start, tell the 'participants' that they cannot let go of the string, swap hands, stretch the string or run. Have them take their shoes off.

Send them off at short intervals around the course.

Have some people 'tempt' the participants with lollies, chips, etc just out of the participants' reach so they are tempted to let go the string.

Whenever somebody offends by breaking the rules put a black cross on the back of their hand with a felt pen.

At the end have a 'judgement' session. Have somebody dress up as a judge sentencing people to their punishments

Some Punishments.

Shoot the culprit.

Shoot them with a water pistol etc.

Walk the plank.

Place a plank on two blocks, about six inches from the floor. At the end of the plank place a pan full of water. As each culprit comes in for his turn of walking the plank, he is permitted to see the pan of water. Then he is blindfolded and instructed that he must keep his hands behind his back. He is to walk to the end of the plank, then jump over the pan.

The hitch is that, while he is blindfolded, the pan is removed. This will make his efforts to jump over the obstacle all the more ludicrous.

Noodle Doodles.

Give paper and pencils to the youth group members. Have them set the paper on top of their heads, and tell them what to draw (eg. An object in the room, a person they all know etc.) Don't let them remove the paper from their heads until they're finished.

Coffin Measure.

Lay the culprit on the table. Have them close their eyes. Measure the person for a coffin, precisely measuring head, shoulders, arm's length etc. Lift the leg to measure and then pour a cup of water down the trousers.

Toothpaste drop.

Place the culprit on the ground on their back with a cup in their mouth. Have a volunteer stand at their head on a stool. They are then to squeeze the contents of a toothpaste tube into the cup. It would be best for the culprit to be blindfolded to take care of the eyes.

Rubber band faces.

Place a rubber band around the face of the culprit so that it squashes the nose and folds over the ears. On "go" all contestants try to get the bands down around their necks. They may not use their hands but use only facial expressions, walls, other people etc.

Other Games To Play.

Granny stepping races. Race by putting the heel of one foot to the toes of the other. A slow but desperate race.

Human nine pins.

Half the players must stand on one leg, inside a limited area, but they may change from leg to leg, as long as they never stand on two legs at one time. The rest of the group may take turns to roll a ball into the group of leg hoppers. The object is to try to cause one of them either to tumble over or to put two feet down at the same time. If they do they are disqualified.

Streets and boulevards.

Have your group stand in columns. Arrange them so that they will stand with their fingertips just touching when they hold their hands out. Then, when they turn in another direction, have them placed so that the fingers of each participant will reach to the elbow on the arm of the one to each side of him.

Select one of the participants as the leader, and have two others get into the group for a game of tag. The game begins by everyone standing with arms outstretched, touching fingers with the one next to him. Then the ones who are playing tag begin running up and down the boulevards formed by the outstretched arms, one chasing and the other pursuing. It is not permitted for anyone to break through the arms.

At a signal from the leader, who will exclaim "streets" all of the participants drop their arms for a moment and make a quarter turn to the right, and immediately join arms again, this time with different participants. They will change again in the same manner when the leader calls, "Boulevards". This will add no small amount of confusion to the one who is chasing, and the one who is chased.

Wild game hunt.

Use a beanbag or some large but very soft ball, preferably of rubber construction. Name one volunteer "the hunter" and the rest will be called the animals. Have the animals counted off by fours. The ones are lions, twos are tigers, threes are leopards, fours are panthers. Then place half of the lions and tigers and leopards and panthers in one line, the remaining animals in another line, facing the first line about ten yards away.

The hunter can stand at either end of the line. He cannot stand in between the lines, however. He calls out any one of the classes of animals, who then try to change lines. As they do he tries to hit one of them. If he succeeds in getting one of them that animal becomes the hunter, and the hunter becomes an animal.

Electric shock.

Get everyone into groups of approximately 10. One member stands in the centre of a circle and the rest hold hands. On the word "go" the group pulls the circle so that another group member touches the live wire at the centre. No-one is to let go hands. The person who touches the "live wire" changes places with the "live wire".

This is your future:

On the front and back sheet of paper that is titled "What will you be doing when you are 25?"

Write these questions:

Are you single or married?

Do you have children?

Where do you live?

Did you go to university?

What's your job?

What are your hobbies?

What are your friends like?

Do you attend Temple?

Are you living a Hindu life?

What are your biggest problems?

Where will you be in another ten years?

Have kids put their names on both sides of their sheet of paper and then fill out just one side. When everyone is done, gather together and as a group complete the remaining side for each group member. The person whose future is being written out can't speak. When everybody's paper is completed allow time for kids to ask questions and make comments about the differences between how they and the group see how things will turn out.

Creations:

Form groups of no more than three. Give each group a few tools and a non-working small appliance and give them half an hour to disassemble their appliance and use anything else you give them such as rubber bands, cardboard, marbles, plastisine to create something else completely different from the original item.

Alphabet teamwork:

Divide your group into two teams and play these games:

Write one letter of the alphabet on the bottoms of each team members' feet. If there are not enough feet, write letters on the palms of the hands. And if there are not enough hands or feet they are to choose what letters they will miss out so they will be left with the ones they need. Once the teams are ready call out words for them to spell. The team that has a word correctly spelt with their hands and feet for you to see are the winners.

Have letters of the alphabet written out on separate pieces of paper. Give one team a word, which they have to spell out with their bodies (that is to form the shape of the letter with their bodies). They could have more than one person per letter. A member of the other team has to guess what the word is.

Air soccer

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

Alphabet soup

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

You can give points a number of ways:

- words of three letters
- words of four letters
- words with five or more letters
- Teams can give students high points for spelling spiritual words
- the biggest word gets a lot of points
- leaders name gets high points as well

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

Ankle balloon pop

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

Baby food / Hot potato with a twist

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

Back to back

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

Balloon pop relay

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

Barn yard

This is a good little game to divide into teams for the day/evening. Have pre-made cards for more than enough kids. Come up with as many animals as you want teams that night. If you want four teams, have four animals. If you predict 35 kids that night make forty cards, four groups of ten. Each group of ten cards will have a particular animal written on it (so you will have 10 chicken cards, 10 cow cards, 10 donkey cards and 10 pig cards). Hand out cards randomly to the kids and tell them to not tell anyone their animal. When you give the signal, have them make the sound of their animal as loud as possible until they find their entire group. First group to totally find each other wins.

Put a twist on the game by putting in only ONE card that says "donkey".

After all of the animals have found each other, there will still be one poor kid out there Hee-Hawing his head off to no avail.

Barnyard dress up

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

Battle of the Bagels

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

The big squeeze

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

Good Squeeze Shapes (Squeeze into the shape of . . .)

California

A dog

A pair of sunglasses

A baseball bat

A shark

A map of the U.S.A.

Jonathan (your youth group leader)

Blind shoe grab

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

Bobbing for worms

Similar to Bobbing for apples, but you use gummy worms and an infant's swimming pool. Not a game for the weak at heart or have hang ups about germs. Take the infant's swimming pool and fill with water. Add one bag of gummy worms to the water. They will sink to the bottom. Have the volunteers take a turn at bobbing for the worms. The person who can get and keep the most worms in their mouth during their one minute try time wins. You can have the youth wear goggles to protect eyes. Junior Highers love this game.

British Bulldog

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

Build your own snowman.

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

Bug collecting

Buy a bag or more of those little plastic insects and scatter them around the room, have all the young people bring a flash light, (or team up with those who have one), turn out the lights. And have them try to find the bugs. This game could be called "Animal Safari" if you used little plastic wild animals.

Busted

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

Can Can

All you need is a trash can. The taller they are, the better. Also, plastic ones are better than metal ones, and it's always better to find a trash can that hasn't had anything put in it (a clean one).

The participants get into a circle around the trash can and hold hands. If a player touches the trash can in any way, they are out. Also, if players break their grip on one another, they are both out. Play pauses after an elimination, giving a much-needed time for players to re-firm their hand-holds.

This game is seriously tiring, and is an excellent way to tucker out jr. high kids who just can't seem to chill out. Play until one person remains. If an elimination seems slow in coming, adding another trash can to the mix speeds up the game.

Atomic Fire Bunnies!

The game is a play off of another game called.... FLUFFY BUNNY or something like that. 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 "fluffy bunny" or whatever it was.

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!

Four Square

First you will need several balls (light ones that are easy to hit around, I have found that punch balls that you blow up work the best). Next split you group up into four groups. Then divide you room that you are playing in into four areas. Then tell each group to sit in their assigned area and to try to cover as much space as possible. Tell them that they can hit to balls with only their hands and head. They must also sit down during the game and not get up. This is why they must cover as much ground as possible. Then start throwing the balls into each area (10 of 15 balls work great). Play for 2 to 3 minutes long and the group with the least amount of balls in there are wins.

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 him or her. When you are winked at, you must say aloud aim 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.

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 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.

Guess the Gargle

Simple one this. All it requires is a glass of water. Secretly show a volunteer the name of a well know 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!

KAOS and CONTROL

I have found this activity to work well with teenagers 13 -15 yrs old. It involves simple equipment and lots of open space, like a park or an oval. Australian Rules football ovals have proved to be the best. An overview of the game is as follows. There are two teams, one called Kaos, and the other Control(as in get Smart). One team(team A) is equipped with one leg of a pair of stockings, that has a small amount of flour in the end. The other team(team B) does not have these. Divide the oval in to two halves for each team. Team A has control of one of the halves, and B the other. The object of the game is for the members of team B to run through the members of Team A without getting hit by the stockings full of flour to a checkpoint or base at the other end. If they are hit, then they are taken prisoner by the other team. Both sides have a chance to run through the other side, and the winner is the team that gets the most people to the checkpoint. This game does require some old clothes and can be run with a large group of teenagers at a youth group, school or camp.

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 set of hands and knees). Finally the last person climbs to the very top of the pyramid. Its fun to see if they can stand up on top of everyone.

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 !

Hide-n-Seek-n-the-Dark

Our Youth have the entire 3rd floor of our building. At Friday Night Live we play this game (so its already dark outside). Pick someone to be it. He must sit somewhere (eyes closed), and count to 25. An adult should turn off the lights while he is counting. Everyone hides. Set a number of people that the it person must find - say 6. When number 6 is found - he becomes it for the next game. The hiding and seeking by the it person are all done in the dark. That's what makes it fun!

Knots

Get 5 - 9 kids in a circle and have them reach across and grab others 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. I can always be done so don't let them give up.

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.

Pole Game

Another good game especially if you have active kids that need to burn off steam is one we call the pole game. First you need a pole or something about 3 feet long that will stand up and is not too hard to tip over. Get everyone in a circle around the pole holding hands. The object is to pull someone in and use them to knock over the pole without knocking it over yourself. If a person knocks over the pole they leave the circle, if the circle breaks the two people who let go leave the circle. It is a pretty active game and can get a little rough on less active people. The best part is that it gets very competitive and the rowdiest most energetic tend to stay in the longest keeping them busily occupied.

The Dragon Game

Split the group into two parts. Get them into line and have them wrap their arms around the waist of the person in front of them forming a long chain. Stick a rag or handkerchief in the back pocket of the last person. The goal is for the front person of one group to get the tail of the other, while the tail of the group tries to avoid getting caught.

[Caution: This is best done outdoors if you have over 20 kids. - (Just finished patching a wall - Suds)]

Suck and Blow

Now before you send me hate mail, realize that I don't use that name with my Jr. High kids. This racy title just happens to describe what you do. Line the kids up, and have them pass an index card down the line as fast as they can using only their mouths. You need to suck in wind to keep the card on your lips in order to pass it (by blowing out) to the next person in line. This game is especially great with boys, because if one person drops the card at just the right point, the two come very close to locking lips. If you want to see a 200 pound ninth grader giggle, this is the game to play. The first group to pass the card all the way down (and back if you wish) wins.

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 alligators 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.

Shockwave

Divide the group into 2 even teams. Have teams sit on the floor facing. Members from each team must hold the hands of the teammates next to them, preferably behind their backs so that the other team cannot see them. At the end of the line, place a spoon on the floor between the last two people. On the other end, you need an impartial person (you or a volunteer) to flip a coin. Everyone except the two people at the beginning must close their eyes, or sit facing out and all must be silent. When the coin is flipped, if it is heads, the people at the beginning squeeze the hand of the person next to them, who then squeezes the hand of the person next to them, and so on. When the squeeze gets to the end, the last person can open their eyes and grab the spoon. The team that grabs the spoon first sends the person from the end of their line to the beginning and everyone shifts down one. The object is to be the first team to rotate all the way back to the starting position. If the coin is tails, nothing happens and you flip again. If the people at the beginning of the line squeeze on tails, they go to the end of the line (rotating backwards). They also go backwards if anyone on their team opens their eyes prematurely or makes any noise. It is helpful to have judges standing behind each team to watch for erroneous squeezes and to listen for noises.

Sardines

Can only be played if you have a lot of room, but not open space. This is sometimes called seek and Go Hide. One person is picked to be it. This person must find a very good hiding place while everyone else sits in a neutral spot with his or her eyes closed for a specified amount of time. When the time is up, everyone goes looking for it. If it is found, you try not to let other people know where it is and YOU HIDE WITH it. The object is to not be the last one left. The first person that found it gets to be it the next time.

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 MacDonalds (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).

Thread the Spoon

Number of participants: 10 minimum, 5 per team. Max 10 per team. Equipment: 1 spoon and about 20 ft of yarn (avg. 4 ft per team member)

Preparation is everything for this game! At least one hour before you play, cut the yarn into long segments, allowing about 4 feet of yarn per team member. If in doubt, always make your yarn longer than necessary. Tie one end of one piece of yarn to the end of one spoon. Do this for each team. Put the spoons (with the yarn attached) in the FREEZER to chill for an hour - the colder the better. You may want to dip the spoons in water first to add a little ice build-up.

When you're ready to play, divide the kids into equal size teams. I recommend at least 5 per team. Hand the spoon to the first player and instruct them to put the spoon down their shirt, through pants legs (or skirts) and out by their feet. The fact that the spoons are cold will be apparent very quickly. The first person should also be instructed to hold the end of the yarn while the rest of the team repeats the threading process. NOTE: the spoon does not, and should not, go in undergarments; only inside of shirts, slacks, etc. The object of the game is to see which team can thread the spoon from the first person to the last. When done, the entire team will be stitched together!

[Note: My group found it even funnier to freeze the string into a small sized, plastic margarine tub. That way it's not just a cold spoon but also a block of ice they have to slide through their clothing. Suds]

Musical Circles

Anyhow, have each person find a partner. Have them make two circles - one inside the other (each partner should be in a different circle facing their partner.) The object is to be the last couple in the game.

NOTE: you'll need a CD player or tape player. When the music is ON they should be walking around in their circles - In opposite directions. (i.e.: inner circle clockwise and outer circle counter-clockwise.) When you STOP the music yell out 2 body parts (i.e.: foot and ear) and they need to find their partner and connect the body parts (i.e.. Touch one person's foot to the other person's ear). They need to hold their position until you tell them to circle up again. After a couple of practice rounds, start calling the last 2 or 3 couples out, and have them sit by the side. If you have some good music, have them clapping with the music to keep from getting bored (or in trouble)

You can use any number of body parts i.e.: rump, knee, foot, ear, head, nose, etc.usually as a last one - when there's only a couple of couples left, (for the older kids) use something like nose-to-nose, or nose to ear. . they don't really end up doing anything, but it looks incriminating, and the hesitation can often be funny :)

Indoor Foosball

Line up kids with their backs to each other, there should be several rows across the room. At each end, there's a goalie row facing the rest of the group...

You can either use chairs or have them sit on the floor. To Play the game...You can use several balls. Use anything from balls to Balloons, to Balloons with a couple of pennies or a little water in them, Ping Pong Balls (although they don't work very well). Most of the time we used Balloons. I like to put a little water in them, so if they break - well, Its more fun :) You throw the balloon into the court and they try to get it past the goalie on the other side. The players can only hit it with their hands and heads. They may not hold the ball or throw it, they can only hit it. If it goes out of bounds, they should leave it until you get it for them.

I usually set a time limit rather than a score limit, you never really know how many points their going to make. NOTE: it's usually best to set another adult at each side to keep score.

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.

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 ó 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.

Boundary Breaker'

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 does 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, and 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.

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)

From: samuelso@tyrell.net

SHUFFLE YOUR BUNS

10-20 players - Indoors - Active Junior and Senior High Equipment: One chair per person

The chairs are arranged in a circle. (We find a carpeted room sometimes works better.) One person is It and stands in the center of the circle. Everyone else sits down on a chair. One chair will be empty.

The object of the game is for the sitting players to prevent It from sitting down. They do this by "hustling their buns" and moving either left or right to occupy the empty chair before It can sit down. Players may only move one chair left or right. Eventually someone isn't fast enough and It sits down. The person on his or her left (or right) now becomes It.

Link Tag (Elbow Tag)

Any Number (Even Number of People) Indoors or Out All Ages Athletic!

Everyone splits off into two and finds a space within the play area. They then link arms. The youth leader picks a twosome as volunteers! One member of the twosome is IT and the other runs from IT. This works like a normal game of chasing except that the person who is running can grab the free arm of any person in any other twosome at any point they like. When they do this they become a part of the twosome and the original member of the twosome who was not grabbed must now run from IT and try and link up with another twosome. If IT catches the victim, then the victim becomes IT and It becomes the victim and must run and link up with another group.

Water Waiter

Indoor Messy Junior and Senior High 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 come up to him and ask 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!

Triangle Tag

Groups of Four Indoors or Out Three of the four people hold hands. The loose person is it. One person of the three has to be tagged. The triangle of three runs and spins to keep that person from being tug. It tries to reach across or run around the other two to tag the third person.

Electric Fence

Any Size Group This is a fun game as well as a leadership-training scenario. Set up a 15' x 15' area surrounded by a rope on post about 4'-5' high. Place the group inside and tell them they have to get out without touching the rope or the invisible fence from the rope to the ground. (The best solution is to throw people out so make sure your not playing on broken glass, etc.) You will get a chance to see their problem solving skills as well as how they work together. If they have trouble suggest that they get the biggest people out first and leave the smallest person to be picked up last.

2x4 Skis

2 Groups of 5-10

Prepare a four 2x4's, (or larger if possible), with ropes at each end by drilling through the wood and pushing the rope through and knotting it. Have each group stand on a set of the skis (Pack as many teens together as possible). Then they have to race about 100'. This is another good problem solving puzzle. (They have to yell right - left - right and so on).

Have you ever...?

Any Size Group Inside Game w/ Chairs

Have them sit in a circle with one less chair than people. Odd person is in the middle. They say have you ever...fell asleep in temple? Or, cheated on a test? etc. Everyone that it applies to has to get up and move at least 5 chairs from where they were sitting. The person in the middle tries to get a seat and so someone else will be left in the middle. It works best to not only be specific but general as well - have you ever attended this YG before? I

Caution: Sometimes it gets rough! Make sure they don't shove each other over the chairs.

From: Sudz@ix.netcom.com Randall Ludlow [Suds]

Pepper Bopper

Any Size Group Get a soft pillow or something else you can get hit with that doesn't hurt. (We have these foam bats that work great). Have the group sit in a circle with one person in the middle. Pick someone to start. They stand up and yell the name of another person in the group and it has to hit that person before they stand up and yell another name. (We limit the hitting to knees and below). After it gets someone they take that persons place and start it over again.

LaVida Tag

Any Size Group

I don't know the actual name of this game, but our group learned it at Gordon College's LaVida program. Break the group into two. Have them line up shoulder to shoulder facing the other group about 10 feet away. (This should make two rows of people standing side by side looking at each other 10' apart. Choose two people on the end. One is it the other gets chased. They have to run around and between the two lines of people until one is tagged. Boring, right?

Here's where it gets fun. The person being chased can run up behind someone and push him or her into the middle where they become the one being chased. The person being chased can only make someone else run by pushing them into the middle from behind. Now it is outside the rows and the other person is inside. Let them play like this for a while until they get used to it.

Now add this rule; If you are in the rows you can turn around and face the person trying to push you in and not allow them to change positions with you. Another option is to have the rows move until they are about 1 foot apart. (This makes it really difficult for the person being chased).

Get the Leader

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 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.

Cotton Ball Hockey

2 People 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.

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.

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 machines 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.

Shoe Game

Everybody takes off a shoe and throws them in a pile on the floor. At the count of three, everyone has to grab a shoe from the pile, then find the person with the matching shoe on their other foot and find out their name and three things about them they didn't already know (like where they go to school or how many brothers or sisters they have). This is fun because everyone is trying to find someone while someone else is trying to find him or her. Works best with larger (10) groups. After everyone has found their person and asked them the questions, then go around the circle and have everyone introduce the person they talked to and tell the three things about them.

The 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 him or herself for each finger width of string. This usually gets a few laughs for the person who cut off several feet!

The name on the back game.

Put different names on pieces of paper and tape on to each person's back. They can follow a theme, like Biblical names or cartoon characters or whatever. Then everyone has to go around asking yes or no questions of other people in order to find out what name is on their back.

Everybody's "IT"

This game is like regular tag only everyone is "it". Everyone runs around trying to tag everyone else. When you're tagged, you sit down. The object is to be the last person left standing.

Pull Ups

Put the group into a large circle of chairs. Pick 3 boys and 3 girls (you can pick more or less depending on the size of your group) to come into the center and remove their chairs. Have music ready. Instruct them that when the music starts they must find someone of the opposite sex and pull them up out of their chair, and sit in it - quickly. This person then must do the same, moving at least 3 chairs away from his/her previous position. Everyone must stop when the music stops. The winner is the group that has the fewest members in the circle. After a few rounds, have some helpers remove chairs before people sit down in them to make it a little more chaotic. It helps to set some rules about how hard to pull up people. Guys can't jerk girl's arms out of their sockets and also must allow them to be pulled up, etc.

I Want to Meet

Put the group into a large circle of chairs. Pick one person to be in the middle and remove that person's chair. The person in the middle yells "I want to meet..." finishing the sentence with whatever they want "... everyone with red hair...all the girls...everyone who's birthday is in June...everyone who hates spinach", etc. Then, everyone who meets those criteria must get up and run to an empty chair at least 5 chairs away from their previous position. The person left without a chair gets to yell, "I want to meet..." next. You have to be careful with this one. Occasionally, kids will want to know more about each other than you think. I'm always a little nervous that someone will say "I want to meet all the virgins" and I'll not want to look at who isn't moving.

Birdie on a Perch

Have everyone get a partner. Have them decide who is the birdie and who is the perch. Have all the birdies stand in a circle and all the perches stand in a circle surrounding the birdies. Have music ready. When the music starts, the birdies walk clockwise around the circle and the perches walk counter-clockwise. When the music stops, the birdies must find their perches and sit on them. Usually the perch kneels on one knee, making a perch out of the other leg. The last couple to pair up is out and the object is to be the last couple left. It's more fun if you make them move quickly in their circles so that they are at least jogging. To speed it up, you can make the last 3 (or more) couples to pair up be out.

Body Part Musical Chairs

Have everyone form a big circle of chairs with the chairs facing outward. Remove one chair. Have music ready. When the music starts everyone must walk around the chairs (again it's fun if you make them jog). When the music stops, a caller yells out a body part. Then everyone races to touch that body part to a chair, one person per chair only. If they touch a chair before the body part is called, they are out. The one person who doesn't get a chair is also out. To speed it up, you can remove more chairs. We usually start out simple - nose, hair, left elbow, etc. but towards the end we get more complicated - your bare feet, someone else's left hand (they must grab one of the people who are already out). The object is to be the last one left.

Amazing

Choose two competitors. One is taken out of the room. The other has 1-3 minutes (depending on the size of your group) to arrange a maze, using all the people in the room. The maze can be as creative and complicated as he/she wants as long as there are a beginning and an end. After the maze is arranged, bring in the second person who is now blindfolded and let them go. See how long it takes them to make it to the end of the human maze.

Repeat the process switching the two competitors.

Variation: Especially if you have a small group (under 30) use chairs as well as people to create the maze.

The Point:

You could use this game as a kickstarter with a discussion about friends leading you down the wrong path or finding God's will.

Important Note: Do not play this game if you have a rough group of kids. They may hit or trip the blindfolded person as they are trying to find their way through the maze and it could quickly become violent (too much like the game of Gauntlet).

The Big Squeeze

Easy game for a big group (minimum 20). Quickly divide into 2-4 teams (more people, more teams) and announce that each team will be racing to squeeze into the shape of the item mentioned. For example: if the leaders yell out the word "football" the teams must squeeze into the shape of a football as would be seen from above. Keep score- first team to 10 wins. Like Body Parts ([Click Here](#)), play fun music in the background as people regroup. As soon as you pause the song, yell out the shape and watch them scramble to group up.

Good Squeeze Shapes (Squeeze into the shape of . . .)

California

A dog

A pair of sunglasses

A baseball bat

A shark

A map of the U.S.A.

Your youth group leader

By the Seat of your pants

Excellent indoor game for large groups in a large room, especially during rainy weather. Divide the group into two teams. Set up a volleyball net (or a rope across the room if you don't have a net) so the top of the net is approximately 5 feet above the floor (shorter than the norm). Each player is instructed to sit down on his team's side of the net so that his or her legs are crossed in front of them.

Because of limited mobility of each player a larger number of participants is suggested (20-25 per team). Use a beach ball, serve from the center of the group and don't worry how many hits per side. Other than that . . . normal volleyball!

Criss Cross

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

Good Crossing Methods:

Hopping

Wheel barrel (one person holding a partner's legs while they walk on hands)

Crab Walk

Sprint

Backwards Walk

Skipping

Crawling

Elbow Tag

Everyone pairs up in a circle. Pick 2 people to start the game - one of them will be "it". "It" chases the other person around the room. They can go inside or outside of the circle but it's a good idea to try to keep them close to the circle. The person being chased tries to hook arms with one of the people who is paired up. If they hook arms before they're tagged, then the person holding the opposite arm of the person who was being chased now becomes the one to be chased. If the person who is it tags the person they are chasing, that person becomes it and tries to tag them back (think duck, duck goose). This game has no winner but it's a blast and can be played on any time limit you want. Also, if you have someone who is having a hard time catching people, discreetly have a leader get tagged on purpose.

Elimination

This is either played outdoors in a field or in a gym.

One person is designated as "it" and is given a dodgeball. "It" then chases the rest of the group throwing the ball at them. If someone is hit they must sit down where they are hit. Once the ball is thrown, anyone may grab it and become "it." If the ball is caught, the thrower must sit down and the person who caught the ball is now "it." I normally state that to sit down the ball must hit you in the air and headshots do not count. The twist is that someone who is sitting down can stand up and be back in the game if the person who hit them has to sit down.

Therefore, the game does not end until 1 person ends up hitting every person (or until you call an end to the game due to time).

NOTE: If you play this game outdoors, make clear boundaries so the game does not spread out too much.

Four Corners

This game can be played in any size room. Choose an assistant, preferably a leader, to come up front. The assistant will turn his or her back from the group or put on a blind fold. Then explain that the entire group must choose to stand in one of the four corners of the room which are numbered from 1 to 4. The assistant will then yell out a number from 1 to 4 and everyone in that corner must have a seat. Once those people have a seat people in the remaining 3 corners are given time to switch corners to any of the 4 corners. Then another number is yelled out and those students sit down. Keep calling out corners and having them switch around until there is only one or a few people who are the winners. It gets the whole group moving and having fun and takes no preparation to play.

Geometry Test

Divide into as many teams of 5-10 as you want. Explain that this is a geometry test. Play hyped music in the background. All teams begin in a circle. When you yell out a shape, they must arrange themselves into it as quickly as possible.

Suggestions: straight line, square, rectangle, triangle, cone, pentagon, hexagon, octagon, cube, trapezoid.

The Point: Teamwork, goals, focus

Variation: "Marching Band Practice" – form into letters you call out.

Hug Fest

Instruct your whole group to walk randomly around the room. About every ten seconds or so, call out a number. Everyone in the game must immediately form a group hug made up of the number of people that you called.

This sometimes leaves some people unable to form a group because they don't have enough people. They are out of the game. Repeat until you only have two people left and declare them the winners.

Like musical chairs, play upbeat music between calling out numbers.

Pass the Cup

This is a really simple game to play, but it's a load of fun! Also, on a hot day, it provides a great way to cool off. Here's what you do:

It doesn't matter how large your group is, just divide them into EQUAL groups. Make sure each group is limited to 6-8 kids. (It's sort of a relay race, and if you put too many kids on a team, those in the back of the line may get bored.) When your teams are divided up, tell the students to line up by team. When they are all in a straight line, hand the first person in each line a plastic/Styrofoam cup that is halfway filled. (Put a line on each cup and fill it to that line. This is important for later!) Now you are set to go. Tell the teams that the first group to pass the cup of water to the last person in their line wins the game. Oh...there's a catch: you can't use your hands, only your chins! That's right, they have to sandwich the cup between their chin and their neck/chest to pass it to one another. If they drop it and spill the water below the line, they have to run go get more water in their cup. The cup has to arrive to the last person in line with a water level that is at least to the line.

Shoe Tie

While students are entering, ask them to take off their shoes and put them in a back room out of sight. While they're involved in other activities, have a leader or two sneak back and tie all the shoes together in one big, massive knot. Then bring out the pile in front of everyone.

The object of the game is to see who can be first to get their shoes untied, back on their feet, and tied again. Award two different winners: laces and no laces.

Skin the Snake

Have two teams of students (girls vs. guys) stand in a line. A big room or long hall is best as this takes quite a length of space. Have each kid reach under her/his legs with her/his right hand and hold the left hand of the person behind him. The person at the back of the line lies down consecutively as each one walks backward. Move slowly and be careful not to step on each other's bodies! When everyone has laid down, it's time to stand back up as they Skin the Snake. A leader may have to help them stand. Coming up is harder than laying down so go slow! Don't forget to keep holding hands! Whoever succeeds first wins.

Arrangement Game

- Alphabetical order of service groups that you belong to from front.
- In order of height, tallest in front.
- Alphabetical order of first names, starting from the front.
- Order of shoe size, smallest in front
- Alphabetical order of street names in which you live, from front.
- Order of grades, highest in front
- Alphabetical order of favourite movie from back.
- Order of age youngest in front.