



# Game Handbook

Your Ultimate Game Guide

GIVE LIFE TO YOUR STORY

# INTRODUCTION

Have you ever been short on game-prep time in the mist of the high demands of your ministry? We've all been there.

This simple game resource is designed to give you the information you need to lead effective games without taking much time away from your team and students. These games are selected to create shared experiences with your group resulting in some fantastic relationship building.

We recommend keeping this document handy on your computer or print it and bring it with you to all of your ministry endeavors. The next time your teens are restless for some fun, you'll be ready with this game resource!

# NAVIGATION

Know your game? Check out the **table of contents** to get started!

The **category index** is a great place to start to find games to fit the bill. The index breaks games down into classifications based on the size of participants, energy level, game length, age range, indoor/outdoor, messiness and more!

If you're ready to jump into the **games** section, the entries are listed alphabetically. Each game will list the needed supplies (if any), and the directions of play. Feel free to get creative and modify them to fit your event or group.

The last page of this resources guide houses some **additional site** recommendations for more games!

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<u>NAME OF THE GAME</u>	<u>LESS THAN 15</u>	<u>LESS THAN 50</u>	<u>MORE THAN 50</u>	<u>NO SUPPLIES NEEDED</u>	<u>HIGH ENERGY</u>	<u>LOW ENERGY</u>	<u>UP FRONT</u>	<u>EVERYBODY PLAY</u>	<u>TEAM BUILDING</u>	<u>10 MIN OR LESS</u>	<u>10 MIN OR MORE</u>	<u>GOOD FOR OLDER KIDS</u>	<u>GOOD FOR YOUNGER KIDS</u>	<u>INDOOR GAME</u>	<u>OUTDOOR GAME</u>	<u>MESSY</u>	<u>NOT MESSY</u>
\$1000 BILL EXCHANGE	x	x	x			x	x	x			x		x	x			x
3 TRUTHS & A LIE	x	x		x		x	x	x		x	x	x		x			x
ADDITION		x	x		x	x		x	x	x		x	x	x			x
ALL STRINGS ATTACHED	x	x	x		x		x			x		x	x	x	x	x	
ALPHABITS	x	x	x	x		x	x	x		x	x	x	x	x			x
ANIMAL PAIR UP		x	x		x			x	x		x	x	x	x	x		x
BAG-O-FOOD RELAY		x	x		x		x		x		x	x	x	x	x	x	
BALLOON NETBALL	x	x			x			x	x		x	x	x	x	x		x
BALLOON SHAVE	x	x	x		x		x			x		x		x	x	x	
BALLOON STOMP		x			x			x		x		x	x	x	x		x
BANANA RACE	x	x			x		x			x		x		x			x
BANG	x			x		x		x		x		x	x	x	x		x
BANG YOUR HEAD!	x	x	x		x		x			x		x	x	x	x		x
BATCAVE		x	x	x	x			x		x			x	x	x		x
BAT SPIN		x	x		x		x	x	x	x		x	x	x	x		x
BEACH RELAY RACE		x	x		x		x	x	x		x	x	x	x	x		x
BEDLUM		x	x	x	x			x	x		x	x	x	x	x		x



<u>NAME OF THE GAME</u>	<u>LESS THAN 15</u>	<u>LESS THAN 50</u>	<u>MORE THAN 50</u>	<u>NO SUPPLIES NEEDED</u>	<u>HIGH ENERGY</u>	<u>LOW ENERGY</u>	<u>UP FRONT</u>	<u>EVERYBODY PLAY</u>	<u>TEAM BUILDING</u>	<u>10 MIN OR LESS</u>	<u>10 MIN OR MORE</u>	<u>GOOD FOR OLDER KIDS</u>	<u>GOOD FOR YOUNGER KIDS</u>	<u>INDOOR GAME</u>	<u>OUTDOOR GAME</u>	<u>MESSY</u>	<u>NOT MESSY</u>
BIRDIE ON A PERCH		x	x	x	x			x			x	x		x	x		x
BLIND GUIDANCE	x					x		x	x	x		x	x	x			x
BOBBING FOR BODY PARTS	x	x	x		x		x			x		x	x	x	x	x	
MODIFIED TWISTER	x	x		x	x			x	x	x		x	x	x	x		x
BODY PARTS		x	x	x	x			x			x	x		x	x		x
BROOM BALANCE	x	x	x			x	x			x		x	x	x	x		x
BUBBLE GUM SCULPTURE		x				x		x	x		x	x		x		x	
BUCKERK	x			x		x		x		x		x	x	x	x		x
BUTT WRESTLING	x	x	x	x	x			x		x		x	x	x	x		x
BUZZ		x		x		x		x		x		x		x	x		x
CAPTURE THE FLAG	x	x	x		x			x	x		x	x	x	x	x		x
CARAMEL ONIONS	x	x	x			x	x			x		x	x	x			x
CAT AND MOUSE	x	x			x			x			x	x	x	x	x		x
CATCH AN EGG	x	x	x			x		x	x	x		x	x		x	x	
CATCH N' CLAP	x	x				x		x		x		x		x	x		x
CHARIOT RACE	x	x			x		x	x		x		x	x	x			x
CHAIN TAG		x	x	x	x			x	x	x		x	x	x	x		x
CHAIR CHARADES		x	x			x	x			x		x	x	x			x
CHEESEBALL SQUIRT OFF	x	x	x		x		x			x		x	x	x	x	x	
CHINESE Pictionary	x					x		x		x		x	x	x			x
CHIVALROUS DUDES	x	x		x	x			x		x		x		x	x		x

<u>NAME OF THE GAME</u>	<u>LESS THAN 15</u>	<u>LESS THAN 50</u>	<u>MORE THAN 50</u>	<u>NO SUPPLIES NEEDED</u>	<u>HIGH ENERGY</u>	<u>LOW ENERGY</u>	<u>UP FRONT</u>	<u>EVERYBODY PLAY</u>	<u>TEAM BUILDING</u>	<u>10 MIN OR LESS</u>	<u>10 MIN OR MORE</u>	<u>GOOD FOR OLDER KIDS</u>	<u>GOOD FOR YOUNGER KIDS</u>	<u>INDOOR GAME</u>	<u>OUTDOOR GAME</u>	<u>MESSY</u>	<u>NOT MESSY</u>
CHOPSTICK RACE	x	x			x			x		x		x	x	x	x		x
CHRISTMAS CAROL SING OFF	x	x	x	x		x		x	x		x	x	x	x	x		x
CLOTHING RELAY	x	x	x		x				x	x		x	x	x	x		x
CLUMPS	x	x	x	x	x			x		x		x	x	x	x		x
CLUMPS WITH QUESTIONS		x	x	x		x		x	x		x	x		x	x		x
COOKIE DECORATING CONTEST	x					x	x		x	x		x	x	x	x	x	
COOL GUY CLUB		x	x	x		x		x		x		x	x	x	x		x
CORNERS	x	x	x	x	x			x		x		x	x	x	x		x
CRAB SOCCER	x	x			x			x	x		x	x	x	x			x
CROW'S NEST		x	x	x	x			x			x	x	x	x	x		x
DANCE OR DARE		x	x			x	x				x	x	x	x	x		x
DAYS OF THE WEEK		x	x		x			x	x	x		x	x	x			x
DECADES		x	x		x				x	x		x	x	x			x
DESTROYERS	x	x	x		x			x	x		x	x	x	x	x		x
DIGITS	x	x	x	x		x		x		x		x	x	x	x		x
DIRECTOR MAKEOVER	x	x	x			x	x			x		x	x	x	x	x	
DIRTY DIAPER	x	x	x		x		x			x		x	x	x	x	x	
DOES HOT SAUCE TASTE GOOD ON THAT?	x	x	x			x	x			x		x	x	x	x	x	
DOLLAR JUMP	x	x	x			x	x			x		x	x	x			x
DUCT TAPE WRAP	x	x	x			x	x			x		x		x	x		x
DUKE NUKEMBALL	x	x			x			x	x	x		x	x	x			x

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EGG NOG CHUG	x	x	x			x	x			x		x		x	x	x	
EVERYBODY'S IT TAG		x	x	x	x			x		x			x	x	x		x
EVERYONE WHO...	x	x			x			x		x		x	x	x			x
FLAG TAG	x	x			x			x			x		x	x	x		x
FRESH	x	x	x	x	x			x		x	x	x	x	x			x
FRUITCAKE EAT-OFF	x	x	x		x		x			x		x	x	x	x	x	
GETTING READY FOR SCHOOL		x	x			x	x				x	x		x	x	x	
GLOW IN THE DARK GAMES	x	x	x		x			x			x	x		x	x		x
GUESS WHO	x	x	x			x		x		x		x	x	x	x		x
GUZZLE RELAY	x	x	x		x		x	x		x	x	x	x	x	x	x	
HAT KNOCK OFF GAME	x	x			x		x			x			x	x	x		x
HEADS OR TAILS	x	x	x			x		x		x		x	x	x	x		x
HEADS OR TAILS (COIN TOSS)	x	x	x			x		x		x		x	x	x	x		x
HO-HO SLAM	x	x	x			x	x			x			x	x	x	x	
HOMEMADE LEMONADE	x	x	x		x		x	x		x		x	x		x	x	
HOW MANY BITES	x	x				x	x	x	x		x		x	x	x		x
HUMAN FOOSEBALL		x			x			x			x	x		x	x		x
HUMAN PACMAN	x	x			x			x		x	x		x	x			x
HUMAN SORRY		x				x		x	x		x		x	x			x
HUMAN WRAP-OFF	x					x		x	x		x	x	x	x			x
INDOOR SCAVENGER HUNT	x	x	x	x	x			x	x		x	x	x	x	x		x



<u>NAME OF THE GAME</u>	<u>LESS THAN 15</u>	<u>LESS THAN 50</u>	<u>MORE THAN 50</u>	<u>NO SUPPLIES NEEDED</u>	<u>HIGH ENERGY</u>	<u>LOW ENERGY</u>	<u>UP FRONT</u>	<u>EVERYBODY PLAY</u>	<u>TEAM BUILDING</u>	<u>10 MIN OR LESS</u>	<u>10 MIN OR MORE</u>	<u>GOOD FOR OLDER KIDS</u>	<u>GOOD FOR YOUNGER KIDS</u>	<u>INDOOR GAME</u>	<u>OUTDOOR GAME</u>	<u>MESSY</u>	<u>NOT MESSY</u>
INVENTIONS	x	x				x		x	x		x		x	x			x
KIX BLOW	x	x				x	x			x		x	x	x			x
KNIGHTS, HORSES, CAVALIERS	x	x	x	x	x			x		x		x	x	x	x		x
KNOCKDOWN	x	x	x	x	x			x		x		x	x	x	x		x
LADDER		x		x	x			x	x	x	x		x	x	x		x
LIFESAVER STICK		x			x		x			x		x	x	x	x	x	
LIQUORICE TOWERS	x	x	x			x		x	x	x		x		x			x
LUMBERJACK GAME OR WRESTLING MOVE	x	x	x	x	x			x		x		x	x	x			x
M AND M TRAINING		x				x	x			x		x		x			x
MARSHMALLOW TOSS	x	x				x		x		x		x	x	x	x		x
MOM'S KISS		x	x			x	x			x		x	x	x			x
MOST PASSES	x	x			x			x		x		x		x	x		x
MUSICAL BABY FOOD	x	x				x		x			x	x	x	x	x		x
MUSICAL EAT-OFF	x	x	x			x		x			x	x	x	x	x		x
MYSTERY MEAT	x	x	x			x	x			x		x	x	x	x		x
NAME THAT TUNE		x	x			x	x			x		x	x	x			x
NASAL SHOOT	x	x	x		x		x			x		x		x	x		x
NEWSPAPER WAD FIGHT	x	x	x		x			x		x			x	x			x
ORANGE BOWLS	x					x		x		x	x	x	x		x	x	
ORANGE PASS		x	x		x		x		x	x		x		x	x		x
OUTBURST	x	x				x		x			x	x	x	x			x

<u>NAME OF THE GAME</u>	<u>LESS THAN 15</u>	<u>LESS THAN 50</u>	<u>MORE THAN 50</u>	<u>NO SUPPLIES NEEDED</u>	<u>HIGH ENERGY</u>	<u>LOW ENERGY</u>	<u>UP FRONT</u>	<u>EVERYBODY PLAY</u>	<u>TEAM BUILDING</u>	<u>10 MIN OR LESS</u>	<u>10 MIN OR MORE</u>	<u>GOOD FOR OLDER KIDS</u>	<u>GOOD FOR YOUNGER KIDS</u>	<u>INDOOR GAME</u>	<u>OUTDOOR GAME</u>	<u>MESSY</u>	<u>NOT MESSY</u>
PANTYHOSE PUDDING RACE		x	x		x		x			x		x		x	x	x	
PAPER HOCKEY	x	x			x			x		x	x	x		x			x
PAPER, ROCK, SCISSORS TAG	x	x			x			x		x			x	x	x		x
PAPER WARS	x	x	x		x			x		x			x	x		x	
PENGUIN FOOTBALL	x	x			x			x		x	x	x	x	x	x		x
PEPSI CHALLENGE	x	x				x	x			x			x	x			x
PERSPECTIVE GAME	x	x	x			x		x		x	x	x	x	x			x
PICTIONARY	x	x			x			x			x	x	x	x			x
PIN HEAD	x	x	x			x	x			x		x		x	x		x
PLEXIGLASS	x	x	x			x	x			x		x		x		x	
POOP DECK		x	x	x	x			x		x	x		x	x	x		x
POP CHUG	x	x	x		x		x			x		x	x	x	x	x	
PUMPKIN BOWLING	x	x				x		x	x	x	x	x	x	x			x
PUMPKIN DECORATING CONTEST	x	x				x		x	x		x		x	x			x
PUMPKIN PIE EATING CONTEST	x	x	x		x		x			x		x	x	x	x	x	
PUMPKIN SEED SPITTING CONTEST	x	x	x			x	x			x		x	x	x	x		x
PUZZLE RACE	x	x				x		x	x	x	x	x	x	x			x
Q-TIP SHOOT	x	x	x			x	x			x		x	x	x			x
QUARTER DROP	x	x	x			x	x			x		x		x	x	x	
QUESTION GAME	x	x	x	x		x	x			x		x		x			x
RED ROVER (IN A SQUARE)		x		x	x			x		x	x		x	x	x		x

<u>NAME OF THE GAME</u>	<u>LESS THAN 15</u>	<u>LESS THAN 50</u>	<u>MORE THAN 50</u>	<u>NO SUPPLIES NEEDED</u>	<u>HIGH ENERGY</u>	<u>LOW ENERGY</u>	<u>UP FRONT</u>	<u>EVERYBODY PLAY</u>	<u>TEAM BUILDING</u>	<u>10 MIN OR LESS</u>	<u>10 MIN OR MORE</u>	<u>GOOD FOR OLDER KIDS</u>	<u>GOOD FOR YOUNGER KIDS</u>	<u>INDOOR GAME</u>	<u>OUTDOOR GAME</u>	<u>MESSY</u>	<u>NOT MESSY</u>
REFRIGERATOR BOX RACE	x	x			x			x	x	x	x		x	x	x		x
REVERSE CHARADES	x	x	x		x		x	x		x	x	x	x	x	x		x
SANTA PASS		x	x		x			x			x	x		x	x		x
SHOE RELAY		x		x	x			x		x		x	x	x	x		x
SHOUT RELAY	x	x		x		x		x	x	x		x	x	x			x
SIT DOWN IF...	x	x		x		x		x		x		x	x	x	x		x
SKATEBOARD PLUNGER RELAY	x	x			x			x			x	x	x	x	x		x
SLED RACE	x	x			x			x	x	x	x	x	x	x			x
SPAGHETTITIONARY	x	x	x			x		x	x	x	x	x	x	x		x	
SPEW	x	x	x		x		x			x		x	x	x	x	x	
STANDUP	x	x		x		x		x	x	x			x	x	x		x
STAR WARS	x	x	x	x	x			x		x	x	x	x	x	x		x
STRAW TOWER	x	x				x		x	x	x			x	x			x
SUPERHERO		x			x		x		x	x	x	x	x	x			x
SURGICAL GLOVE BLOW-UP	x	x	x		x		x			x		x	x	x	x		x
SHOOT OFF	x	x	x		x		x			x		x	x	x	x	x	
SWINGING MARSHMALLOWS	x	x	x		x		x			x		x	x	x	x		x
TASTE	x	x				x	x			x		x	x	x			x
THANKSGIVING BABIES	x	x			x			x	x	x		x	x	x		x	
THE GAUNTLET		x	x		x			x			x	x	x	x	x		x
TOILET PAPER	X					x		x	x	x	x	x	x	x			x

<u>NAME OF THE GAME</u>	<u>LESS THAN 15</u>	<u>LESS THAN 50</u>	<u>MORE THAN 50</u>	<u>NO SUPPLIES NEEDED</u>	<u>HIGH ENERGY</u>	<u>LOW ENERGY</u>	<u>UP FRONT</u>	<u>EVERYBODY PLAY</u>	<u>TEAM BUILDING</u>	<u>10 MIN OR LESS</u>	<u>10 MIN OR MORE</u>	<u>GOOD FOR OLDER KIDS</u>	<u>GOOD FOR YOUNGER KIDS</u>	<u>INDOOR GAME</u>	<u>OUTDOOR GAME</u>	<u>MESSY</u>	<u>NOT MESSY</u>
TOILET TAG		x	x	x	x			x		x	x		x	x	x		x
TOSS THE RAG		x	x			x		x		x	x		x	x	x		x
TOUCH FOOTBALL WITH A MELON		x			x			x			x	x			x	x	
TP SNOWMAN	x	x	x			x		x		x	x	x	x	x			x
TRICYCLE RACE		x	x		x		x			x	x	x	x	x	x		x
ULTIMATE BANANA	x	x			x			x			x	x			x	x	
WADDLE TO THE BOTTLE		x	x		x		x			x	x	x	x	x	x		x
WARBALZ	x	x			x			x		x	x	x	x	x			x
WHAT WOULD YOU DO FOR CANDY	x	x	x			x	x			x		x	x	x		x	x
WHIP CREAM SHAVE	x	x	x		x		x			x		x	x	x	x	x	
WORLD'S WORST BREAKDANCERS	x	x	x	x	x		x			x		x	x	x			x

# GAMES

## \$1000 BILL EXCHANGE

### SUPPLIES NEEDED:

Fake paper money

### DIRECTIONS:

You need to make your own money on your computer (be sure it's clearly phony or it might be a federal offense). Give each person 10 of the bills. They are to try to win as many as possible from their peers by challenging them one on one doing one of three things: Thumb wrestling, rock paper scissors, or flipping a coin. Rules: 1. You must accept any challenge 2. Sudden death, no two out of three 3. Challenger has to have a coin and is "heads" on the coin toss. \*If you are unable to make play money, see Penny Challenge at: [thesource4ym.com/Games/game.aspx?Id=613](http://thesource4ym.com/Games/game.aspx?Id=613) (it's similar but uses a bunch of pennies)

## 3 TRUTHS & A LIE

### SUPPLIES NEEDED:

None

### DIRECTIONS:

You can do this a couple ways. One, you could have four leaders sit up front. Each one tells a story of something that has happened to them. The kids then have to guess which one is lying. Two, you could have four leaders sit up front. Beforehand, they pick one thing that has happened to one of them and then pretend that it happened to each of them. (For example, everyone would begin by saying, "I broke my leg when I was younger. Kids would then ask each person a question, trying to figure out whom it really happened to. Those that it didn't happen to will have to be quick to think of answers. At the end, kids have to guess who it really happened to.)

## ADDITION

### SUPPLIES NEEDED:

Markers

### DIRECTIONS:

Numbers 1-10 must be written on student's hands as they come into club. Call out a number. The kids must find a student(s) who will help them add up to the number called. (# on my hand + # on their hands = # called) Race to see who can do it the quickest.

## ALL STRINGS ATTACHED

### SUPPLIES NEEDED:

Two blindfolds, two cans of silly-string

### DIRECTIONS:

Choose two teams of two people each. Blindfold one person and stand the other person 4-6 feet away. Give the person who is blindfolded a can of silly string. On go, they must spray their partner until time is called. Whichever person has the silliest string on them at stop, wins.

## ALPHABITS

### **SUPPLIES NEEDED:**

None

### **DIRECTIONS:**

Depending on the size of your group this can be an all play or an upfront game. (If you have a big group, make it a short up front game...if your group is on the smaller side, the dynamics of this game lend themselves to be an all play.) Pick a letter of the alphabet and a topic, i.e. Animals, cars, clothes, etc. Stand the kids in a circle and on "Go" kids have to come up with a word that matches the topic and starts with the chosen letter. (Example-letter B and the topic is animals; bison, bat, baboon, etc.). If someone gives up or takes too long they are now part of the judging team to make sure that words are not reused. Continue the game until you run out of words for the chosen letter. The last person in wins!

## ANIMAL PAIR UP

### **SUPPLIES NEEDED:**

Paper with animal names for each student

### **DIRECTIONS:**

Pass out animal names to each kid. Make sure each person, but one, can pair up with another person(s) with that same animal. The kids then go around the room and try to find their animal group by using their animal noise and any animal gestures. One person who doesn't know it, won't have a partner (pick someone who will be loud and has a higher self-image). They will go around making their animal noise, but no one else will be doing it. Once it becomes obvious that they're the only one left, make the point that "Noah followed instructions and stood alone like ----." Can also use this to get into large groups with 3-6 same animals and no one alone.

## BAG-O-FOOD RELAY

### **SUPPLIES NEEDED:**

Groceries (3 grocery bags each filled with the following: pudding cup, 2 saltine crackers, can of pop, sardine, banana, and ho-ho)

### **DIRECTIONS:**

Pick three teams of five kids each. Each team needs to get in a line at one end of the room. At the other end of the room, you need three leaders each holding a grocery bag filled with five food items. On go, the first person from each team runs to their bag, grabs something out of it and eats it. Once they show their leader their empty mouth, they run back to their next teammate who runs down, grabs something to eat, etc. The first team to eat everything in their bag first, wins.

## BALLOON NETBALL

### **SUPPLIES NEEDED:**

Balloons, 2 Chairs, pins

### **DIRECTIONS:**

Set up the room with one chair at each end and all other obstacles moved to the side walls. Then divide the group into two teams and select one person from each team to be the goal post. The two goal posts stand on a chair with a pin in their hand. Give an inflated balloon to one participant to begin the game. Both teams must try to hit/pass the balloon towards their chair so that it can be popped by their goal post. The team that pops the most balloons in the allocated time wins. Please ensure that the goal posts are careful and sensible with their pin so that no one gets hurt.

## BALLOON SHAVE

### **SUPPLIES NEEDED:**

Three balloons, three razors, shaving cream, paper towel for clean-up

### **DIRECTIONS:**

Have three kids come up front. They will be given a shaving razor and a balloon with shaving cream on it. They will have one minute to shave the balloon without popping it. Whoever does this successfully first, is the winner.

## BALLOON STOMP

### **SUPPLIES NEEDED:**

A balloon for each kid, a piece of string about 6 inches' long

### **DIRECTIONS:**

Every kid gets a balloon and a piece of string that's long enough to tie the balloon around their ankle, keeping the balloon about 6 inches from their foot. On go, students run around trying to pop other students' balloons while protecting their balloon. If a balloon is popped, that student is out. Close in the space as more students get out. The last person with their balloon wins.

## BANANA RACE

### **SUPPLIES NEEDED:**

3 blindfolds, 3 bananas

### **DIRECTIONS:**

Call three kids up front and give them each a banana. Tell them they are going to race to see who can eat their banana the fastest. However, they must wear a blindfold while eating. After you say go, take off two of the bandanas of the kids and tell them to stop eating; this will leave just one kid that's blindfolded, eating his/her banana as fast as they can, while the others are just watching. Make sure everyone keeps cheering as this is happening. \*Also make sure that you choose wisely which student you use. It might be really embarrassing for some. This can be used to talk about being alone, fitting in or taking a stand. (You might want to actually talk to the two you're going to take the blindfold off of before the game; this way they will understand what's going on).

## BANG

### **SUPPLIES NEEDED:**

None

### **DIRECTIONS:**

For this Western-themed game, everyone must stand in a circle. Choose one person to stand in the center, holding their hands together to form a gun. This person is the caller. They point at someone around the



circle and call “bang”. The person they point at must duck down, and the two people on either side must shoot at each other and say “bang”. The person who calls bang last is out. If someone calls “bang” at the wrong time, or if someone doesn’t duck fast enough, they are also out. The person in the center has the final say. Repeat this process until there are only two people left. When there are only two people left standing in the circle, they both must move into the center and stand back to back. The caller then starts counting from 1, while the final two competitors take a step away from each other with each count. The caller then yells bang randomly, and the final two competitors turn to face each other and yell “BANG”. The fastest wins, and gets to be in the middle the next round.

## BANG YOUR HEAD!

### **SUPPLIES NEEDED:**

Pedometer, headband, heavy metal music, 30 second timer

### **DIRECTIONS:**

It’s a head banging contest! Get a pedometer (step counter) and attach it to a headband and put it on a kid. Give them 30 seconds to head bang as many times as they can. Whoever gets the most head bangs (steps) in that time is the winner. Play one kid at a time with as many contestants as you would like.

## BATCAVE

### **SUPPLIES NEEDED:**

None

### **DIRECTIONS:**

Poop deck substituting Bat cave, Gotham City, Wayne’s Manor.

## BAT SPIN

### **SUPPLIES NEEDED:**

3 baseball bats

### **DIRECTIONS:**

Pick three teams of five kids each. Each team needs to get in a line at one end of the room. At the other end of the room, you need three leaders each holding onto a baseball bat. On go, the first person runs to the other side of the room, puts their forehead on the end of the bat, spins around ten times, and then wobbles back to their line and tags their next teammate to go. The first team done, wins.

## BEACH RELAY RACE

### **SUPPLIES NEEDED:**

3 bottles of sunscreen, 3 beach balls, 3 Frisbees, 3 hula hoops, 3 towels

### **DIRECTIONS:**

Get three teams of five people each to come up front. Have them form a line opposite side of the items that will be used below. The first person will run down to the items, do the stunt, then race back and tag the next person. The stunts are as follows: 1st person: cover their face with sunscreen, 2nd person: blow up a beach ball, 3rd person: throw a Frisbee back to a teammate three times without it dropping, 4th person: hula-hoop without the hoop falling for 15 seconds, 5th person: wrap a towel around waist and run back without it falling.

# BEDLUM

## **SUPPLIES NEEDED:**

None

## **DIRECTIONS:**

Divide everyone into four teams and place them in the four corners of the room. The idea of the game is for each team to get to the opposite corner first. You will call a mode of physical movement (walking) and then say go. All the groups must walk to their opposite corner. The team that gets everyone there first and is sitting down, wins. Have the teams walk, walk with eyes closed, hop, crawl, crab walk, etc. The team with the most points wins.

# BIRDIE ON A PERCH

## **SUPPLIES NEEDED:**

None

## **DIRECTIONS:**

Have everyone choose a partner and make two circles; one partner on the outside and one partner on the inside. Explain that when the music starts, one circle walks clockwise and the other circle walks counterclockwise. When the music stops, they must find their partner. One person kneels on one knee, and the other person sits on that person's other knee. The last group to have a 'birdie on the perch' loses and must sit down. Continue play until you have one group remaining. (If you have a very large group make sure to tag 3-4 pairs out each time.)

# BLIND GUIDANCE

## **SUPPLIES NEEDED:**

Blindfolds (1 per pair), obstacles such as chairs or tables, timers

## **DIRECTIONS:**

Create an obstacle course using chairs, tables or any objects in the space being used. Divide the group into pairs, and give each pair one blindfold. One participant from each pair must put on the blindfold, to be lead first through the course by their partner, the guider, who can only use verbal instructions to do so. The aim is to complete the course without touching any obstacles as quickly as possible, while the leader times each pair with a stopwatch. This is a great trust-building game!

# BOBBING FOR BODY PARTS

## **SUPPLIES NEEDED:**

1 large pumpkin or 2 large bowls, red food coloring, 4 bottles of corn syrup, hot dogs, bologna, beef jerky, grapes, chicklets, strawberries, tarps, trash bags, towels, table

## **DIRECTIONS:**

A great Halloween game! Fill 2 bowls with corn syrup that has been dyed with red food coloring. Then fill it with cut up hot dogs (fingers), grapes (eyes), beef jerky (ears), bologna (skin), strawberries (noses), and chicklets (teeth). Whichever contestant can fish out all the body parts using only their mouth is the winner. Make sure to cover your kids in trash bags, have tarps on the floor and on the table, and have plenty of towels on hand that can be thrown away. This game is extremely messy, but a ton of fun! For an added bonus, cut a pumpkin in half and use that instead of bowls.

# MODIFIED TWISTER

## SUPPLIES NEEDED:

None

## DIRECTIONS:

To play this game, divide the group into teams of between 3 and 6 people. Then set challenges to the teams stating how many body parts they are allowed on the ground. Each team must work together to have exactly this many body parts on the ground before the leader calls "time. No more, no less. For example, a group has been divided into teams of 4, and the leader calls out 4 feet, 4 hands. Each group must then have 4 hands and 4 feet only on the ground between them. Or a leader could call out 3 feet, an elbow and a back, and the group would have to have only those body parts on the ground. If a team fails to complete a round, the whole team is out. Before starting this game it's a good idea to make sure that the ground is fairly clean, and be mindful about girls in skirts or dresses playing this game. In fact, just use common sense and if this game isn't right for your group, play another one.

# BODY PARTS

## SUPPLIES NEEDED:

None

## DIRECTIONS:

Each person needs to get a partner and number themselves a 1 or 2. Have all the 1s form a circle in the middle of the room. Have all the 2s form a circle around them. When the music starts, the inside circle walks clockwise, while the outside circle walks counterclockwise. When the music stops, you call out two body parts: ear to foot. Each person must find their partner and join the two body parts. The last group to do so is out (if you are working with an extra-large group take 3-5 pairs out each round.) Have the kids get back into their circles and start the music again. Do this until you have a winning couple.

# BROOM BALANCE

## SUPPLIES NEEDED:

Three brooms

## DIRECTIONS:

Bring three people up front. Give each one a broom (or another long handled object) and have them place it on their chin (or hand) and spin around for 30 seconds while looking at the top of the broom. The first person to lay the broom down and jump back and forth over it three times, wins. Make sure leaders are standing by in case the kids start to fall.

# BUBBLE GUM SCULPTURE

## SUPPLIES NEEDED:

Piece of gum for each student, three trash bags

## DIRECTIONS:

Divide the kids into teams (could do grades, depending on how many kids you have). Give each kid a piece of bubble gum. Give them five minutes to create a sculpture using their chewed gum. Whichever team creates the best sculpture wins. Put a trash bag on the floor for them to build their sculpture on. Beware- this is extremely unsanitary- use discretion.

# BUCKERK

## **DIRECTIONS:**

This is the silliest game ever invented! Everyone sits (or stands) in a circle, and puts their hands on their eyes to look like glasses, like a pair of hand goggles. One person starts by moving their right hand away from their face while saying "buck" (like a chicken). The person to their right then repeats the action. This continues around the circle until somebody moves both hands away from their face at the same time and calls "BUCKERK" (like a crazy chicken). This reverses the direction, and the person to their left must move their left hand away from their face while saying "buck", and the pattern continues. If someone uses the wrong hand (i.e. Left hand when the game is moving right or vice versa), or if someone is too slow, not loud enough, or says the wrong word, they're out. There's one thing that can be guaranteed in this game, lots of laughs!

# BUTT WRESTLING

## **SUPPLIES NEEDED:**

None

## **DIRECTIONS:**

Have the students find a partner and stand back to back; their feet must be planted a foot from each other. On the count of three, they bump rears and the first one to move their feet, loses. The losers sit down while the winners continue playing. Whoever is the last one, wins.

# BUZZ

## **SUPPLIES NEEDED:**

None

## **DIRECTIONS:**

According to the size of your group, divide the kids into about groups of seven. Have the kids in each group sit in a circle. They begin counting around the circle starting with 1 to 50. Whenever someone comes to a number containing a "7" or a multiple of 7, they must say "buzz" instead of that number. For example, it would go 1, 2, 3, 4, 5, 6, buzz, 8, 9, 10, 11, 12, 13, buzz. You have to stay in rhythm, and if a kid makes a mistake or pauses too long, they are out. You could add "fizz" using the number or multiple of "5". It would go like this: 1, 2, 3, 4, fizz, 6, buzz, 8, 9, fizz, 11, 12, 13, buzz, etc.

# CAPTURE THE FLAG

## **SUPPLIES NEEDED:**

Flags

## **DIRECTIONS:**

Capture the flag is a very simple wild game, similar to tag. Divide the group into two teams, and give each team a flag (or other object). Each team must try to capture the opposing team's flag. Once someone captures the other team's flag they must run back to their base without getting tagged by someone on that team. If someone gets tagged with the flag, then the other team can reclaim their flag and take it back to its original position. With this game, the placement of the teams is vital and it's important to give each team time to think and talk about strategies and tactics.

# CARAMEL ONIONS

## SUPPLIES NEEDED:

Caramel, 3 onions, 3 popsicle sticks

## DIRECTIONS:

Beforehand, take three onions and turn them into caramel onions (may be better to have smaller onions.) Have three kids come up front and race to see who can eat theirs the fastest.

# CAT AND MOUSE

## SUPPLIES NEEDED:

Chairs

## DIRECTIONS:

To play Cat and Mouse, set up a line of chairs with running space in between each, and with every second chair facing the opposite direction. Ask for two volunteers from the group, a cat and a mouse. The remaining participants sit on the chairs. After calling out "Cat! Get the mouse", the cat and mouse begin running, with the cat chasing the mouse. The mouse can run anywhere around and through the chairs, but the cat can only stay on one side. So how does the mouse get tipped? In order to cross through the chairs and get to the other side, the cat can tip someone who is sitting in a chair and facing the side that the mouse is on. The tipped participant then switches places with the cat, and becomes the new cat and can tip the mouse if they stay on their side of the chairs. However, if the mouse changes sides again, the cat must tip someone who is sitting facing the other direction, to become the new cat. The game continues until the mouse is caught. Repeat as necessary.

# CATCH AN EGG

## SUPPLIES NEEDED:

1 Egg per pair

## DIRECTIONS:

Divide the group into pairs, and give each pair an egg. Organize all the pairs in two long lines, facing their partner, two meters apart. One person in each pair must throw the egg to their partner, and their partner must try to catch it without it cracking. The successful teams take a step apart each time the egg is caught. The unsuccessful teams are out and must sit down.

# CATCH N' CLAP

## SUPPLIES NEEDED:

Ball

## DIRECTIONS:

To play Catch n' Clap, ask everyone to stand in a circle. One person starts with the ball, and they have to pass it to someone else around the circle. Before another participant can catch the ball, they must clap once. If they forget to clap, clap at the wrong time or drop the ball they are out. Each participant has six 'lives'. The first time someone forgets to clap, claps at the wrong time or drops the ball they lose a life and must kneel down on one knee and continue to play. If they then lose another life, they must kneel down on both knees, then an elbow, then two elbows, then their back, then they are completely out. A participant can reclaim a life if they clap and catch correctly, moving them up one stage. The game ends when there is one person left.

# CHARIOT RACE

**SUPPLIES NEEDED:**

Blanket, cones

**DIRECTIONS:**

See [Sled Race](#). Just do it without the Christmas attire.

# CHAIN TAG

**SUPPLIES NEEDED:**

None

**DIRECTIONS:**

Pick 1-3 people to be "It". They run by themselves trying to tag people. Once a person gets tagged, they become "It" with the person that tagged them, but they must link onto that person by holding hands or linking arms. The "It" will become several chains until they are chasing one person; that person is the winner.

# CHAIR CHARADES

**SUPPLIES NEEDED:**

Chair

**DIRECTIONS:**

Pick four people and have a volunteer take them out of the room. The volunteer should tell them that they are doing chair charades, meaning they must act out something while sitting on the chair. The first two will act out riding on a motorcycle, while the other two will act out riding a roller coaster. While the volunteer is out talking to these four, you are inside telling the kids what they are doing. But in reality, they will be showing us what it's like when they go to the bathroom. Bring in each kid, one at a time. This is just a funny game rather than a competition. (Wisely choose kids to participate.)

# CHEESEBALL SQUIRT OFF

**SUPPLIES NEEDED:**

Three pairs of goggles, shaving cream, cheeseballs, paper towel to clean up

**DIRECTIONS:**

Pick three groups of two people each. One person in each group will put goggles over their eyes then their partner covers the goggles with shaving cream. The partners then need to stand several feet away. On go, the partner without the goggles throws cheeseballs at their partner, trying to get them to stick to the goggles. Whichever team has the most cheeseballs stuck on the goggles after one minute, wins.

# CHINESE Pictionary

**SUPPLIES NEEDED:**

Paper, pens

**DIRECTIONS:**

A fun variation on Chinese whispers for a rainy day. Start by having the group sit in a circle. Give each participant a pen and multiple pieces of paper equal to the number of people in the group. Everyone must

now draw a funny scenario on their first piece of paper, for example, a banana singing in the shower. After a few minutes, tell everyone to pass their stacks of paper to the person on their right. Now each person must draw on the second piece of paper what the person on their left drew. The pictures cannot be traced; each participant must draw their version of what they think was drawn previously. When another few minutes is up, participants move the first piece of paper to the bottom of the stack and pass to their right. Repeat until everybody has their own stack of paper. Each person can now see how their drawing evolved from person to person. It's great fun to share these with the group, and to see how the original drawing morphed into something completely different!

## CHIVALROUS DUDES

### **SUPPLIES NEEDED:**

None

### **DIRECTIONS:**

This is a version of musical chairs except that instead of chairs, the male participants are down on one knee! To start this game, ask all the male participants to kneel down in a circle facing outwards. Then ask all the female participants to form a circle around them. When the music starts the female participants must walk around the circle, past the kneeling chivalrous dudes. When the music stops each female participant must sit on the knee of a chivalrous dude. The female left without a knee to sit on, is out. As the game continues, the leader removes a chivalrous dude, just like chairs are taken out of musical chairs. The last female standing wins.

## CHOPSTICK RACE

### **SUPPLIES NEEDED:**

Chopsticks (1 pair per group), Bowls (2 per group), Skittles

### **DIRECTIONS:**

This is a fun and challenging relay game. Divide the group into teams, depending on the total number of participants. Then place one bowl per team at one end of the space, and a second bowl a meter closer to each team. One at a time, participants from each team must walk to the farthest bowl, pick up a Skittle with chopsticks, and transfer it to the second bowl, then walk back to the end of their line. The team with the most Skittles in their second bowl at the end of the time allotted, wins.

## CHRISTMAS CAROL SING OFF

### **SUPPLIES NEEDED:**

None

### **DIRECTIONS:**

Divide the kids into 4 different teams and have them sit on opposite sides of the room. Give them 1.5 minutes to come up with as many Christmas Carols they can think of. (You can give each team a paper plate to write songs on.) Then go around the room, stopping at each team to sing part of a carol. Let them sing 6 seconds of it and then move to the next team who must start singing a carol. If a team repeats a carol or can't come up with one when it's their turn, they are out. The last team remaining, wins.



# CLOTHING RELAY

**SUPPLIES NEEDED:**

2 sets of oversized clothes: shirt, pants, shoes, coat, hat; etc.

**DIRECTIONS:**

(The number of kids you pick for this game will depend upon the number of articles of clothing you have to play with.) Have one person on each team be the statue, they will stand a distance away from the rest of their team. When you say go, the first person in line grabs an article of clothing and runs it down to the statue. The statue must put the piece of clothing on, while their team member runs back and tags the next person. The next person in line grabs another article of clothing, runs it down to the statue, and runs back. This continues until the statue is fully clothed. Whichever team completes this first, wins.

# CLUMPS

**SUPPLIES NEEDED:**

None

**DIRECTIONS:**

Have people walk wander around the area, then call out a number. The people must get into groups of the number called. Once in the group you can either tag out the groups that aren't the exact number called, have them form a shape or letter, or move onto the next number. This is a great way to mix kids up for small groups.

# CLUMPS WITH QUESTIONS

**SUPPLIES NEEDED:**

None

**DIRECTIONS:**

Have people walk wander around the area, then call out a number. The people must get into groups of the number called (sometimes there will be an incomplete group, just have them join another group) Ask: "What's been your favorite part of Campus Life so far?" Each person in the group must answer the question. Give the teams a minute or two to do this, and then have them stand back up and start walking around again. Call out another number. Continue doing this, asking the following questions. 1) What's your favorite part of Christmas? 2) How do you show love to others? 3) Does God seem close or far to you? Why? 4) How would you describe God? 5) How would you makeover God? (Call a smaller number when you get to the more serious questions, resulting in smaller groups)

# COOKIE DECORATING CONTEST

**SUPPLIES NEEDED:**

Buy or make three big cookies, wax paper to lay cookie on, frosting, red hots, chocolate chips, sprinkles, paper towels

**DIRECTIONS:**

Pick three groups of two to decorate a cookie. They will have one minute to decorate it, only using their hands.

# COOL GUY CLUB

## SUPPLIES NEEDED:

None

## DIRECTIONS:

This is played like paper, rock, & scissors. Everyone starts out as an egg. They must squat down and walk while saying, "I'm an egg, I'm an egg". They find another egg and do paper, rock, scissors. Whoever wins becomes a chicken. They must walk around clucking like a chicken. They must find another chicken and play the game. Whoever wins becomes a cow. They walk around with horns saying, "I'm a cow, I'm a cow." They find another cow and play the game. If they win, they become a cool guy. They walk around studly, find another cool guy, and play the game. Whoever wins becomes a part of the cool guy club. Each time a person loses, they go back down to being an egg. If an egg loses, they stay an egg.

# CORNERS

## SUPPLIES NEEDED:

None

## DIRECTIONS:

You stand in the middle of the room while the kids are standing along the walls of the room. On go, you close your eyes and spin around while the kids run around the room. You say, 1, 2, 3 and by 3, the kids must choose a corner of the room to be standing in. After 3, you point to a corner and open your eyes; all kids in that corner are out and must sit down. If any kid is in between two corners when you open your eyes, they are also out. Play continues until there is one person left.

# CRAB SOCCER

## SUPPLIES NEEDED:

Ball

## DIRECTIONS:

Divide the group into two equal teams with goals set up at each end of the field. Once everyone is in their crab position on the floor, the leader blows the whistle and the game starts. Participants can only kick with their feet, and the team that scores the most goals in the allowed time wins. Before starting this game it's a good idea check that everyone is wearing appropriate clothing, and it may be helpful to ask everyone in advance to wear shorts or pants (not skirts or dresses).

# CROW'S NEST

## SUPPLIES NEEDED:

None

## DIRECTIONS:

Have students get into groups of three. Have them mingle around without being with their partners while music is playing. When the music stops, yell out one of three commands that will force the kids to get in a certain formation. Here are the commands: "Crow's nest": Two kids get down on one knee, facing each other so that their knees touch; the third kid sits down on their knees. "Shoot the cannon": One kid gets down on all fours, another kid lays perpendicular across his back, the third student grabs the ankles and pretends to be shooting the cannon. For added effect, make that student yell "BOOM, BOOM". "Walk the

plank": Two students get on all fours side by side, then the third person lays perpendicular across the back. The last group to form the correct formations is out.

## DANCE OR DARE

### SUPPLIES NEEDED:

Food that kids will think is gross

### DIRECTIONS:

5 kids upfront and each of them are asked "dance or dare" if they choose to dance, they have to dance to the music, but if they choose dare they have to eat something gross. If they fail to eat they have to dance.

## DAYS OF THE WEEK

### SUPPLIES NEEDED:

Masking tape

### DIRECTIONS:

Lay down seven strips of masking tape parallel to each other and equally spaced from each other (1-2 ft. Apart, length of tape should be enough for 8-10 students to sit on). Designate each line of tape a day of the week beginning in the front with Sunday and ending in the back with Saturday. Divide the students into seven groups and have each group sit on a different line; go over what day of the week they are according to the line they are sitting on. You will call out a day of the week (ex: Thursday). Whatever is called, that day becomes the first line of tape and then the other lines follow in order (2nd line would become Friday and last line would become Wednesday). The last team to reach their correct line, sitting down, is out. However, the line of tape representing their team remains and must always remain empty as you continue play. Whichever group remains throughout the games, wins.

## DECADES

### SUPPLIES NEEDED:

Masking tape

### DIRECTIONS:

See Days of the Week, but substitute the days for decades: 40's, 50's, 60's, 70's, 80's, 90's, 00's.

## DESTROYERS

### SUPPLIES NEEDED:

Balloons, stopwatch

### DIRECTIONS:

Divide the kids into two groups and name one group the Destroyers, and the other team the Defenders. Throw out a balloon or two into the air over the teams. The defenders try to prevent it from being broken, while the destroyers try to break it as quickly as possible. Once you release the balloon(s), time to see how long it stays in the air. Do several rounds, switching the team's roles.

## DIGITS

### SUPPLIES NEEDED:

None

**DIRECTIONS:**

Each person must stand up facing a partner, with their hands behind their backs. They will then hold out any number of digits of their choice. On the count of three, each partner brings their hands to the front and whoever adds up all digits (their hands included) first, wins. The person who loses sits down, while the winner goes on to pair up with another person who won. Continue this way until you are down to 6-8 and then bring them to the front for everyone to watch.

## DIRECTOR MAKEOVER

**SUPPLIES NEEDED:**

Three of each: lipstick, eye shadow, mascara, blush, hair gel, banana...or whatever you choose

**DIRECTIONS:**

See Getting Ready for School, except have a kid do the same thing to the director, just a little more extreme

## DIRTY DIAPER

**SUPPLIES NEEDED:**

3 diapers, 3 chocolate pudding cups, 24 tootsie rolls, paper towels for clean up

**DIRECTIONS:**

Get three diapers and fill them with chocolate pudding and eight tootsie rolls each (Can use mini candy bars as well.) Have three kids come up front and race to see who can finish eating their dirty diaper first.

## DOES HOT SAUCE TASTE GOOD ON THAT?

**SUPPLIES NEEDED:**

Bottle of hot sauce, a variety of foods

**DIRECTIONS:**

Bring 3-5 kids up on stage one at a time. Have them pull an item out of a grocery bag (candy bar, apple, Doritos, etc) and then dump a bunch of hot sauce on it. Have them take a bite and decide if hot sauce makes it taste better or worse.

## DOLLAR JUMP

**SUPPLIES NEEDED:**

\$1 bill

**DIRECTIONS:**

Get out a \$1.00 bill and tell the students that to get this dollar, all they have to do is jump over it. The twist is that they must jump over it holding their toes with their fingertips, and they cannot let go of their toes. The first one to do it gets the dollar. Odds are that they will not be able to do it. If you want to really get the students going, make it a \$5 or \$10 bill.

## DUCT TAPE WRAP

**SUPPLIES NEEDED:**

Cheese balls, playing cards, q-tips, paper wads, paper towel, pennies, plastic spoons, etc.)

**DIRECTIONS:**

Have a student from each grade come up front. Wrap them up in duct tape, inside out, so the sticky side is on the outside. Have two kids from their grade throw items at them for a minute and see how much stuff they can get to stick.

## DUKE NUKEMBALL

### **SUPPLIES NEEDED:**

Balls, partitions, chairs

### **DIRECTIONS:**

Set up a rectangle with a partition down the middle, and enough chairs on each side for all team members. Then divide the group into two teams, and ask each participant to sit on a chair. The game is in essence a modified version of volleyball. The aim is to throw the ball over the partition into the other team's half, reaching the ground before an opponent can hit it back. Each team can throw it between members no more than three times, at which point it must be thrown over the partition. Remember, each person must always be sitting on their chair. They can lean to reach the ball, but their bottom must stay on the chair. If they fail to do this, the leader awards a point to the opposite team. If a team throws the ball and it touches to floor in the opposite half, they are awarded a point. And finally if a team throws the ball out of bounds, the opposing team is awarded a point. The team with the most points at the end wins.

## EGGNOG CHUG

### **SUPPLIES NEEDED:**

Three glasses of eggnog

### **DIRECTIONS:**

Pick three kids to come up front and give them a glass of eggnog to drink. Whoever finishes their glass first, wins.

## EVERYBODY'S IT TAG

### **SUPPLIES NEEDED:**

None

### **DIRECTIONS:**

Everyone is it. If you get tagged, you are out. If you tag someone before they tag you, they are out. If you tag each other at the same time, you're both still in the game. Play until you have one winner.

## EVERYONE WHO...

### **SUPPLIES NEEDED:**

Chairs

### **DIRECTIONS:**

Before starting this game, set up circle of chairs, one less than the total number of participants, and select one person to stand in the center to be the caller. Once everyone is sitting in a chair the caller says "Everyone who...", followed by a statement that is true for them, for example "is wearing shorts", or "was born overseas", or "likes eating chocolate". Any participant who fits that statement (i.e. They are also wearing shorts), must jump out of their chair and run to a new empty chair, trying to avoid getting caught in the center without a seat. They cannot sit in their own chair or either chair directly next to them. At the same time the caller is also trying to find an empty chair, leaving someone else to be the caller. The participant

left in the center then says another statement starting with “Everyone who...” and the game continues. Repeat as necessary. To help the group get to know each other, have the caller tell the group their name and a fun fact about them before saying their statement.

## FLAG TAG

### **SUPPLIES NEEDED:**

Flags from PE dept./socks/scraps of fabric

### **DIRECTIONS:**

Each student gets two flags to tuck in to their shorts or jeans. On go, they must run around the room trying to grab other flags from people, while keeping their flags from being grabbed. Once a person loses both of their flags, they must sit down. If a person guards their flags or ties them to their clothes, they are out. Whoever is the remaining person with a flag, wins.

## FRESH

### **SUPPLIES NEEDED:**

None

### **DIRECTIONS:**

This is a game of tag, with a team focus. The aim of the game is to tag every person on the other team. Split the group in half and ask each team to stand against opposite walls in the gym. When the leader calls “Start”, participants can run off their wall, trying to tag someone on the opposite team who left the wall before they did. But, participants need to be watching the other team to see who has left the wall after them, because the more time you are off the wall, the less “fresh” you become, and you need to be fresher than someone to tag them. When a participant tags someone on the other team, the tagger leads the tagged participant to their team’s jail (and they cannot get tagged while walking there). The jailed participants need to form a chain with their arms and reach out as far as they can to try and be saved by someone on their team. A jailed participant is saved by someone on their team giving them a high five, but only one person can be saved at a time. Both the rescued participant and the rescuer then get a free walk back to their wall and cannot be tagged. The game ends when the allocated time is up, and the team with the most people in jail wins. This game has excellent longevity due to the different tactics and strategies that can be developed.

## FRUITCAKE EAT-OFF

### **SUPPLIES NEEDED:**

3 loaves of fruitcake

### **DIRECTIONS:**

Have a student from each grade race to see who can eat a fruitcake the fastest. This can also work as a relay with Eggnog Chug Off.

## GETTING READY FOR SCHOOL

### **SUPPLIES NEEDED:**

Three of each: lipstick, eye shadow, mascara, blush, hair gel, banana...or whatever you choose

### **DIRECTIONS:**

Pick three guys and three girls. Have the guys sit up front in chairs, with their hands behind their backs. Each girl is given some make-up, hair gel, and food to get their guy ready for school. They need to do his hair, put on his makeup, and then feed him some breakfast. However, they must stand behind their guy while doing so. After enough time is given, have the audience vote on the best makeover.

## GLOW IN THE DARK GAMES

### **SUPPLIES NEEDED:**

Lots of glow sticks

### **DIRECTIONS:**

Glow in the Dark games are really fun and quite easy to organize. Plan this activity for a night, and cover some resources in glow sticks, such as Frisbees, giant beach balls etc. (that includes resources and people!) The best glow sticks to get are long and thin (so people can make necklaces and armbands). Give each person at least five glow sticks and let the games begin! Games that work really well include ultimate Frisbee, soccer, streets and lanes and Human Foosball. Remember to make sure all games are safe, as vision is limited.

## GUESS WHO

### **SUPPLIES NEEDED:**

Nametags made in advance

### **DIRECTIONS:**

In advance, write the names of famous people on nametags. Make sure you have enough for each kid. (you may double up on names) As kids are sitting down, have the volunteers walk around and put them on the back of each person. The kids then have to get up, walk around, and ask other people YES or NO questions about the person on their back. Examples: Is this a man? Is he in the movies? Is he an athlete? The first person to guess who they are first, wins.

## GUZZLE RELAY

### **SUPPLIES NEEDED:**

2 buckets filled with liquid, straws, paper towel to clean up

### **DIRECTIONS:**

Pick two teams of 6-8 kids each. Give each kid a straw and have the teams line up at one end of the room. At the other end have a bucket of pop or Kool-Aid. On go, the first person in each line runs down to the bucket and drinks as much liquid as they can in 5-10 seconds. When told to, they run back to their line and the next person goes. Do this so that each kid gets 2-3 times at the bucket. The team that has the least amount of liquid left in their bucket at the end of the time, wins.

## HAT KNOCK OFF GAME

### **SUPPLIES NEEDED:**

3 buckets, 6 poles, 6 chairs, 12 cowboy hats

### **DIRECTIONS:**

Have 3 kids volunteer and have each kid get in a large bucket suspended with a pole between two chairs. Around him/her there will be 4 cowboy hats that they have to knock off with a pole that they have in their hands. But the trick is they have to stay balanced in the bucket. It is hilarious!



# HEADS OR TAILS

## **SUPPLIES NEEDED:**

List of Facts

## **DIRECTIONS:**

This is a quick true or false game that involves the entire group at the same time. All participants begin by standing up, and facing the leader. The leader then says a statement (for example, "tomatoes are a vegetable"). Individually, participants decide whether they think the statement is true, by putting their hands on their head, or false, by putting their hands on their bottom. Once every participant has decided (the leader may like to countdown from 5 to speed this up), the correct answer is revealed, and all participants who guessed correctly remain standing for the next round, while all who guessed incorrectly sit down and are out. Repeat until there is one person left standing. Examples of statements include: Canberra is the capital of Australia (True), spiders have 6 legs (False) or Angelina Jolie started in the movie Oceans 11 (False).

# HEADS OR TAILS (COIN TOSS)

## **SUPPLIES NEEDED:**

Coin

## **DIRECTIONS:**

All participants begin by standing up, and facing the leader. Individually, participants decide whether they think the coin tossed will be "Heads" or "Tails." If they think it's going to be heads they put their hands on their head, if they think it is tails they put their hands on their bottom. Once every participant has decided they leader flips the coin. All those who guess wrong sit down and the rest keep playing until there are 3 remaining. You can then have those 3 come to the front and do the last round or two in front of everyone.

# HO-HO SLAM

## **SUPPLIES NEEDED:**

Box of ho-hos

## **DIRECTIONS:**

Challenge kids to see how fast they can eat a ho-ho. One at a time, have the students come up and time them with a stopwatch. Have as many kids as you like come up. The fastest time gets candy (or a glass of milk!)

# HOMEMADE LEMONADE

## **SUPPLIES NEEDED:**

Sugar, lemon slices, water cups, bowls, 2 jugs, a marker to run to (cone, person, shoe etc.) Plastic spoons

## **DIRECTIONS:**

Divide the group into two teams and organize each team into a line behind the starting point with a large jug next to each. Have another marker about 50 feet away, which all participants must run to. One at a time each participant must do a series of tasks when it is their turn to run. Firstly, each participant must place a spoonful of sugar in their mouth (using disposable spoons). Secondly, they take a bite of lemon. Thirdly, a

gulp of water. Then, with these three things in their mouths, they must run to the 50-foot mark, do 10 jumping jacks (to mix the ingredients). Finally, they run back to their team and spit out their mixed lemonade (the sugar, lemon and water) into their jug. The team with the most lemonade in their jug at the end wins. And please, DON'T DRINK THE LEMONADE!

## HOW MANY BITES

### **SUPPLIES NEEDED:**

Blindfold, various food items like snickers, Big Mac, banana, doughnut, etc.), paper, pens

### **DIRECTIONS:**

Have students get into groups of 5-6. They will be asked how many bites they think it will take a blindfolded leader (or a student) to eat a food item. They must write their answer down on a piece of paper. Whichever teams guesses the most correctly, wins.

## HUMAN FOOSEBALL

### **SUPPLIES NEEDED:**

Balls, markers for field

### **DIRECTIONS:**

Those who have played foosball (table soccer) before will know exactly how this game works. For those who haven't, here's how foosball works... There are lines of little wooden men on rods across the table, which two (or more) people spin around in order to try to get a little ball into a goal. This game is basically a bigger version of that, without the spinning. Divide the group into lines with 4-10 people in each line, and have around 6-10 lines in total depending on the group size. Make sure there is an even number of lines on each time. Set up a soccer field inside the gym with a goal at each end. Each team needs to create their lines of players across the field, evenly spaced, and every second line needs to turn around. Ensure that the line right before the goals is a defensive line. Each line can only move left or right across the field to try and kick the ball, they cannot move forwards or backwards, just like in real foosball. The team with the most goals at the end of the allocated time wins. For extra fun, throw in multiple balls to keep players on their toes, or a giant exercise ball! (just make sure players are safe).

## HUMAN PACMAN

### **SUPPLIES NEEDED:**

Court with painted lines

### **DIRECTIONS:**

Human Pacman is a giant game of tag, so have about one "tagger" or person "It" in for every 10 people in the group. The trick is that people must stay on the lines, and cannot leave the lines or jump over the lines. When somebody gets tagged, they must sit down on the line where they were tagged, and now they are a roadblock. Only the taggers may run past a roadblock. For all other participants they are a dead end. The game ends when the taggers have tagged everyone.

## HUMAN SORRY

### **SUPPLIES NEEDED:**

Sorry board game, duct tape, different colored cloth/bandanas to give to each member of each team, large die

**DIRECTIONS:**

Mark off the floor with duct tape, into the shape of the sorry game. Break the kids up into their teams (they should've been numbered off when they came in), and give each team some colored cloth or bandanas to wear as their sorry marker. Play as you would the Sorry game.

## HUMAN WRAP-OFF

**SUPPLIES NEEDED:**

Wrapping paper for three teams, 3 scissors, 3 rolls of tape, 3 bows

**DIRECTIONS:**

Pick three teams of 5-6 kids each. One person will be the present. They must stand still while the others on the team wrap them up. You can do this as a race for time, or judge it for creativity.

## INDOOR SCAVENGER HUNT

**SUPPLIES NEEDED:**

None

**DIRECTIONS:**

Divide the room into girls vs. Guys. Or you could do groups of 10-15. Each team needs to pick someone to be their runner. Ask for the following items, one at a time. Piece of un-chewed gum, a house key, picture of a family member, white sock, something with a team logo on it, 42 cents, piece of chewed gum, 3 shoestrings tied together, an earring, a cell phone, a watch, a belt, 3 tennis shoes, a pair of glasses. The first runner to get to you with the proper items gets a point. Gross items would be items like a piece of lint, chewed gum, bit-off fingernail, etc. that you could call for towards the end.

## INVENTIONS

**SUPPLIES NEEDED:**

Bags with the following items in it: a few strands of uncooked spaghetti, marshmallows, toothpicks, gumdrops, graham crackers, Cheetos, gum, pipe cleaners, straws, etc.

**DIRECTIONS:**

Divide the kids up into groups of 7-8 people. Give them each a bag with the items. Give them 5-8 minutes to create a new invention using only the items in their bag. When everyone is finished, have them introduce their inventions and award the most creative group.

## KIX BLOW

**SUPPLIES NEEDED:**

Kix cereal, tape measure

**DIRECTIONS:**

Choose several kids to come up front. One at a time, they put a piece of Kix cereal into their nose, plug the other side of their nose, and blow the Kix out. Whoever blows their piece the furthest, wins. (Make sure they don't put the Kix too far up their nose!)

# KNIGHTS, HORSES, CAVALIERS

## **SUPPLIES NEEDED:**

None

## **DIRECTIONS:**

Organize the group into pairs (preferably according to gender). Once everyone is paired up and spread out the leader calls out knights, horses or cavaliers, and each pair must form the correct pose immediately. The slowest pair to pose, or a pair that forms the wrong pose is out. The leader continues to call knights, horses or cavaliers until there is one pair left. "Knights" means one partner gets down on one knee and the other partner sits on his/her exposed knee. "Horses" means one partner gets down on all fours and the other partner sits on his/her back. "Cavaliers" means one partner picks the other partner up in the style of a groom carrying the bride over the threshold.

# KNOCKDOWN

## **SUPPLIES NEEDED:**

None

## **DIRECTIONS:**

Have the students find a partner and stand 2-3 feet apart. Have them hold up their hands in front of them and try to slap hands to knock the other person off balance; they can only touch hands. The first person to move their feet loses. When someone loses, they must sit down while the winners continue playing. The last person out is the winner.

# LADDER

## **SUPPLIES NEEDED:**

None

## **DIRECTIONS:**

Divide the kids into two groups. Then have each group form two rows, shoulder to shoulder. They must be directly across from someone in the other row. They are to sit down and with legs straight out, and feet together, touching the feet of the person across from them. Then give a number to each person in the rows. Each person must have the same number as the person directly across from them. (Number students in row one - 1 2 3 4 5 6 7 etc... and row two - 1 2 3 4 5 6 7 etc...) When the kids are all set up, call out a number. The people in each group with that number are to jump up, run in between the legs of their team (which looks like a ladder), all the way down the line, around the back side, finish the front part of the ladder, and get back to their seat. The first group sitting in their spot wins a point for their team. Make sure there is enough room in between each partner for someone to step with their feet while running.

# LIFESAVER STICK

## **SUPPLIES NEEDED:**

3 rolls of lifesavers, hair net or showering cap

## **DIRECTIONS:**

Pick three groups of three to come up front. One person will stand off to the side holding a roll of lifesavers. The second person will stand by them. They will have to get a lifesaver from their partner, stick it in their mouth, run it over to where the third person wearing the cap is standing, and stick it in on that person's head. They run back, grab another lifesaver from their partner, stick it in their mouth, run back and stick it in on the

third person's head again. Whichever team has the most lifesavers on their person's head after one minute, wins.

## LIQUORICE TOWERS

### **SUPPLIES NEEDED:**

Packets of Liquorice (1 per a team)

### **DIRECTIONS:**

Divide the group into small teams of six or less. Each team is then given a packet of (rolled) licorice and is tasked with making the tallest licorice structure. Each team must brainstorm ideas on how to make their structure strong, as well as how to join the liquorice together. The team with the tallest structure at the end of the time given are the winners.

## LUMBERJACK GAME OR WRESTLING MOVE

### **SUPPLIES NEEDED:**

None

### **DIRECTIONS:**

A PowerPoint game where kids need to decide if something is an event at lumberjack competitions or if it's a type of wrestling move. Go to one side of the room if you think it's a lumber jack game, go to the other if you believe it is a wrestling move. If you're wrong, sit down. Last person standing wins. The PowerPoint is included in games extras.

## M&M TRAINING

### **SUPPLIES NEEDED:**

Bag of M&M's

### **DIRECTIONS:**

Ask for two volunteer couples. Send the guys upstairs, and instruct the girls that they will "train" their guy to do a certain action using only M&M's as rewards and nothing else. Bring guys down and explain that they will be trained and rewarded as they move toward correct action. Give each girl a different action, like getting guy to sit down and take off a shoe or stand on a chair and bark.

## MARSHMALLOW TOSS

### **SUPPLIES NEEDED:**

Lots of mini-marshmallows, tape to mark off lines

### **DIRECTIONS:**

Like an egg toss. Each person gets a partner and stands five feet away, facing each other. One person gets five mini-marshmallows. They must toss them, one at a time, into the mouth of their partner. If they make it, they take a step back and toss another. If they miss all of them, they have to sit down. Whichever partner group moves the furthest back, wins.

# MOM'S KISS

## **SUPPLIES NEEDED:**

3 blindfolds, three moms and three sons picked in advance, inform the girls ahead of time that they're not really going to kiss the guys

## **DIRECTIONS:**

In advance, contact three moms of three of your boys. They will be coming in to kiss their sons while their sons are blindfolded. Here's the trick: call up the three guys and then three girls. Tell them that each girl will kiss a guy, while the guy is blindfolded, and then each guy has to guess which girl they think kissed them. (Tell the girls you pick in advance that they're not really going to have to do it, but act like they're freaked out about it when up front.) After you blindfold the guys, motion for the moms to come in the room and one at a time, plant a big wet kiss on their son. Make sure you tell the audience not to say anything! When the kissing is done, un-blindfold the boys to reveal their moms!

# MOST PASSES

## **SUPPLIES NEEDED:**

Ball

## **DIRECTIONS:**

Divide the group into two teams of (maximum) 20 people and mark out a small square about 12ft x 12ft (bigger or smaller depending on your group). Make sure that the teams are wearing something to differentiate between the two (such as bibs or sashes). The goal of the game for each team is to make the most passes in a row. Select one team to start with the ball, and have both teams standing in the square, ready to start. When the leader calls "Start", the starting team must pass it between themselves as many times as possible. The other team needs to try and stop them, by getting in the way. Once a member of the team without the ball gets it, their team now attempts to pass the ball as many times as they can in a row. The team at the end that has the most consecutive passes, wins.

# MUSICAL BABY FOOD

## **SUPPLIES NEEDED:**

Jars of baby food, disposable spoons, music

## **DIRECTIONS:**

Get jars of baby food. Play music and gently pass the baby food around like a hot potato. When the music stops, the person holding the jar must take a bite. Start process again.

# MUSICAL EAT-OFF

## **SUPPLIES NEEDED:**

4-5 jars of the same kind of baby food, plastic spoons, music

## **DIRECTIONS:**

Similar to Musical Baby Food. Divide the kids up into four to five groups (depending on the size). Have them sit on the floor in a circle. Explain that while music is playing, they will be passing around a jar of baby food (you could use turkey, potatoes, cranberries, pumpkin). When the music stops, the person holding the jar must take a spoonful of it and eat it, or they are out. This is more of a fun game than anything else. You may want to start two jars going in opposite directions if your groups are still big.

# MYSTERY MEAT

## **SUPPLIES NEEDED:**

Lunch meat, blindfold

## **DIRECTIONS:**

Blindfold a kid and give them a slice of meat and see if they can guess what it is. (Bologna, ham, turkey, etc) Show the crowd the answer while your contestant is blindfolded. Do multiple rounds with different meats.

# NAME THAT TUNE

## **SUPPLIES NEEDED:**

Playlist with 60s, 70s, 80s, 90s songs or TV theme songs, pan, spoons

## **DIRECTIONS:**

This works with songs from an era or TV theme songs the best. Divide the group in two. Have one student from each group come to the front for each round. Have a pan and two spoons at the front. When the student thinks they know it they have to hit the pan (can also have them sitting in chairs and have them stand up if they know it). If they get it wrong the other student gets a chance to steal. Teams are not allowed to scream out answers. First team to 5 or 7 wins.

# NASAL SHOOT

## **SUPPLIES NEEDED:**

5 buckets, tape to make line, lots of M&Ms

## **DIRECTIONS:**

Select a few students to participate. They must shoot M&M's out their nose and into buckets. Have five buckets moving in a straight line away from the student. They must stay behind a line and attempt to make an M&M in every bucket.

# ORANGE BOWLS

## **SUPPLIES NEEDED:**

Oranges (at least 1 per person), 1 Lime

## **DIRECTIONS:**

Orange Bowls requires a number of oranges (or other round fruit) and a lime. Roll the lime down one end of the playing space. The goal is now to get an orange as close to the lime as possible by rolling it. This game can be done either individually, or in teams.

# ORANGE PASS

## **SUPPLIES NEEDED:**

2 oranges

## **DIRECTIONS:**

Have two teams of 6-8 people come up front and form a single-file line. Each team must pass an orange by placing it under their chin from person to person, without using their hands. The first team to get it to the last person, wins.



# OUTBURST

## **SUPPLIES NEEDED:**

Outburst game

## **DIRECTIONS:**

Divide the kids into two teams. Select a team captain from each team to come up front. With the Outburst game, tell the team the items they have to guess. The team must tell their captain the answers, who will then relay their answers to you. You only take the answers the captain gives you. Give points for the total answers right. Do 3-4 rounds for each team.

# PANTYHOSE PUDDING RACE

## **SUPPLIES NEEDED:**

Three cups of pudding, three pairs of pantyhose, three plastic spoons, paper towels to clean up

## **DIRECTIONS:**

Pick three groups of two people each. Have one person from each group sit up front on a chair. They will need to put a pair of pantyhose over their head, just enough to cover their mouth. The other person will be given a container of pudding and a spoon. They will race the others by feeding the pudding to their partner through the pantyhose. The first group done first, wins.

# PAPER HOCKEY

## **SUPPLIES NEEDED:**

2 or 4 newspapers rolled up and bound by masking tape (per a player), 2 chairs, tennis ball

## **DIRECTIONS:**

This game requires two or four newspapers rolled up and bound by masking tape to make hockey sticks, two chairs to act as goals, and a tennis ball. Divide the group into two equal teams, and number each person on each team so that there are two one's, two twos, two threes, and so on. Have the teams then sit along opposite walls of the gym. Place the hockey sticks and balls in the center of the gym. The leader then calls out a number (or two, if playing with four hockey sticks). The participants given the called numbers must jump up and run into the center, pick up the hockey sticks, and try to get the tennis ball into their goal (between the chair legs). The team that gets the goal is awarded one point, then return to their team and sit down. The leader then calls another number, and the game continues. Repeat for the allocated time. The team with the most points at the end wins.

# PAPER, ROCK, SCISSORS TAG

## **SUPPLIES NEEDED:**

Masking tape

## **DIRECTIONS:**

Divide the kids into two groups. Split the room in half with masking tape, with a group standing on each side, facing each other, along the tape line. As a group, the kids have to decide what motion of paper/rock/scissors they want to do. On the count of three, each group does their motion together. Whichever team loses must quickly run back to the wall before the other group tags them. Whoever gets tagged is out. Once the losing team reaches the wall (those that weren't tagged), play resumes again at the tape line. Whichever team has the remaining person, wins.

# PAPER WARS

## **SUPPLIES NEEDED:**

Masking tape, torn up newspaper scrunched into balls (two per person)

## **DIRECTIONS:**

Split the group into two teams and place a line of tape down the middle of the space you are playing in. Each team starts with half of the scrunched up newspaper on their side of the line. The aim of the game is to finish with the least amount of paper. It's that simple. There are a few rules though. A participant may only pick up one piece of paper at a time and can't 'shovel' paper from one end to the other. The only way to move paper from each end is by throwing it. The beauty of this game is that participants can throw the paper as hard as they like and no one will get hurt. Having said that, it's a good idea to remind people not to throw at anyone's face.

# PENGUIN FOOTBALL

## **SUPPLIES NEEDED:**

Nerf Football, cloth strips 4inx2ft long

## **DIRECTIONS:**

Give each person a rag about 4 inches wide and 2 feet long (sheets torn into strips work well). Each person then ties the rag securely around his knees to make running impossible. Players can move only by shuffling their feet. Now divide into teams and play football using a Nerf ball. The game becomes hilarious when players must hike, run, throw and kick with their knees tied together.

# PEPSI CHALLENGE

## **SUPPLIES NEEDED:**

Small cups, Pepsi, coke, & RC, 3 blindfolds, something to hide the pops

## **DIRECTIONS:**

Choose several groups of three to come up front and try: Pepsi, Coke, and RC. They must try a drink of each one, while blindfolded, and reveal which one they liked better. This is more for fun than anything.

# PERSPECTIVE GAME

## **SUPPLIES NEEDED:**

Video camera, projector

## **DIRECTIONS:**

This takes a lot of preparation time using a video camera. Go around your town and film different objects or places. Start by zooming in on the object/place and record. Stop the recording and zoom out a little; record it again. Stop and zoom out some more and record. Do this about five times for 4-5 different places/objects. Divide your group into four groups. During club, you will play the first initial zoom picture. If a team can guess the thing correctly (have one person from each team up front, have them stand when they think they know it,) they get 5,000 points. If no one can guess it correctly, go to the next frame of it. If a team can guess it now, they get 4,000 points. Continue showing more and more of the object until a team can guess it correctly. Each time you show more of it, the points decrease by 1,000. The team with the most points after all items have been shown is the winner.

# PICTIONARY

## **SUPPLIES NEEDED:**

Butcher paper for both teams, a marker for each team, tape to hold up the paper

## **DIRECTIONS:**

Played just like the game. Divide the group into teams; maybe girls vs. Guys. Have a sheet of butcher paper taped to the wall where each team will draw their pictures. Have a girl and guy going against each other each time, seeing who can guess the picture the quickest. Example things to draw: fireplace, lungs, dandruff, castle, cartwheel, umbrella, root, cow, sharp, wind, wedding, placemat, anchor, backache, blind, big dipper, maze, etc.

# PIN HEAD

## **SUPPLIES NEEDED:**

Clothespins

## **DIRECTIONS:**

Have three students each pick a partner and come up front. One person from each team will be the pinhead, while the other student pins as many clothespins on the pinhead's face. Whoever has the most pinned in a minute wins. Clothespins must be on their skin--not on hair or below their chin.

# PLEXIGLASS

## **SUPPLIES NEEDED:**

Plexiglas 2.5x4x3/8, Ritz crackers, peanut butter

## **DIRECTIONS:**

Get a piece of Plexiglas, about 2 1/2' x 4'. It needs to be pretty thick (3/8" at least) so that there's no danger of it breaking. Then stick Ritz crackers on it in vertical lines with peanut butter. Have two kids hold the glass up so that the peanut butter side faces the crowd and have two or three leaders stand behind it and try to eat the lines of crackers off in the fastest time. It's pretty funny to see their mouths, teeth, etc. From the other side of the glass as they attempt to eat the crackers (no hands, of course). Use Oreo's if there are peanut allergies. \*\*Recommended for leaders and not kids.

# POOP DECK

## **SUPPLIES NEEDED:**

Duct tape (or lines in a gym)

## **DIRECTIONS:**

Divide the room into three equal sections with duct tape (or lines in a gym.) Each section is labeled as, "left deck, poop deck, and right deck". Each person gets a partner and begins in poop deck (the middle section). Call off one of the decks, and the kids have to run there. The last group to cross the line is out. You can also yell "man over board" (where one person picks up their partner), or "hit the deck", (where everyone falls to the ground). The group that gets in either position last is out. Play until you have one team remaining.

# POP CHUG

**SUPPLIES NEEDED:**

Three 2-liter pops

**DIRECTIONS:**

Have three groups of two people come up front; the groups will go one at a time. They have one minute to chug as much pop from a 2-liter as they can. However, they must switch the bottle with their partner at every 15-second interval. Whichever group chugs the most pop in one minute wins.

# PUMPKIN BOWLING

**SUPPLIES NEEDED:**

Bowling pins (or two liters), pumpkins

**DIRECTIONS:**

Set up some pins and use a pumpkin as your ball. Depending on the number of kids create a way for everyone to roll at least once. Divide into 4-6 groups and have enough pins (2 liters) and pumpkins.

# PUMPKIN DECORATING CONTEST

**SUPPLIES NEEDED:**

3 pumpkins, 3 sets of markers, crafting supplies

**DIRECTIONS:**

Pick three teams of two people each. Give each team a pumpkin and markers. They will have three minutes to decorate their pumpkin. Whichever one is voted the best by the rest of the kids, wins.

# PUMPKIN PIE EATING CONTEST

**SUPPLIES NEEDED:**

3 pumpkin pies, paper towel, trash bag

**DIRECTIONS:**

Call up three kids to see who can eat their pie the quickest, without using their hands.

# PUMPKIN SEED SPITTING CONTEST

**SUPPLIES NEEDED:**

Pumpkin seeds

**DIRECTIONS:**

Have kids come up and see how far they can spit a pumpkin seed. Whoever spits it the farthest wins.

# PUZZLE RACE

**SUPPLIES NEEDED:**

5 or more puzzles, depending on the size of your group

**DIRECTIONS:**

Divide the kids up into 4-5 groups, or call up several groups of 4-5 in each to put together a puzzle. Do not give them a picture of what the puzzle should look like. The first team done wins.

# Q-TIP SHOOT

**SUPPLIES NEEDED:**

6 straws, 60 q-tips, 6 Styrofoam cups

**DIRECTIONS:**

Have two sets of pairs from each grade come up front. Separate the partners so they are standing in a line 12-15 ft. Away from each other. Give one partner 10 q-tips and a straw; give the other partner a small Styrofoam cup. The object is for the one partner to blow their q-tips through the straw into the cup that his/her partner is holding. Whichever pair gets the most q-tips in the cup is the winner. A variation is to have the partner with the cup place it on their head. The first one to knock the cup off wins.

# QUARTER DROP

**SUPPLIES NEEDED:**

Funnel, quarter, 3 glasses of water

**DIRECTIONS:**

Pick three people you know really well—they HAVE to be a good sport—to leave the room; you will bring them in one at a time. Challenge them to place a funnel in the front of their pants, place a quarter on their forehead (head tilted back), and then try to drop the quarter in the funnel three times in a row. The first two times let them try it, but the third time, have a glass of water you can pour down the funnel.

# QUESTION GAME

**SUPPLIES NEEDED:**

None

**DIRECTIONS:**

A really simple game with many complexities. Select two participants to stand up in front of the group. These two people must ask each other questions, but they are only to answer with another question. If either person answers with a statement, they lose. The participants are also not permitted to ask one word questions (for example, "really?"), and need to remember that a statement with an inflection at the end is still not a question. The group should be able to work out what is and what isn't an acceptable question. To start the game, select an audience member to provide the first question. Some starting questions may include: Is that your hamburger? Can you fly a blimp? How long have you been standing here for? Why is there a tiger on the porch? Where is my taco? What is an eel doing in the fridge?

# RED ROVER (IN A SQUARE)

**SUPPLIES NEEDED:**

None

**DIRECTIONS:**

Number the kids off into four groups. Line each team up so that the four teams form a square. Then assign each person on each team a number, and have each team hold hands with the person on each side of them. You will call out a number, and the person on each team with that number must run and break through the opposite team's line. If they are successful, they get to take a person from that team back with them to their team. If they don't break through, they return to their line alone.

# REFRIGERATOR BOX RACE

## **SUPPLIES NEEDED:**

3 refrigerator boxes

## **DIRECTIONS:**

Have each grade/team form a line. On go, each person must run through their team's refrigerator box, one at a time, while leaders count to see how many kids go through the box in a minute. Have at least 2, if not more, leaders holding each box.

# REVERSE CHARADES

## **SUPPLIES NEEDED:**

Clues: sprinkler, bobsled, cow tipping, synchronized swimming, piñata, flyswatter, hula hoop, bat, dogpile, folding a blanket, going to the gym

## **DIRECTIONS:**

Split your group into two teams. Each team selects a guesser and the rest of the team acts out the clue. Have a leader hold the word card for only the actors (the audience) to see, but not the guesser. Shhh! Not a peep among the team members acting. You lose a point if you speak or mouth any words to each other or the guesser. Use of objects (or even people) is definitely permitted. Ready, set, go!

# SANTA PASS

## **SUPPLIES NEEDED:**

Santa attire: 3 suits or long underwear, three pillows, three pairs of boots, three scarves, three pairs of gloves, three Santa hats, 3 refrigerator boxes

## **DIRECTIONS:**

Pick two groups of 19 people each (or less if you don't have that many); three kids from each group should be chosen to be passed. Each group forms two lines that are facing each other, standing close together and linking arms. At the front of the line, the first kid will put on a Santa like outfit—red long underwear (or a red suit), a pillow for the stomach, boots, gloves, scarf, and a Santa hat. After the person puts on the Santa suit, they are then passed down the line of kids on their back. Once the person reaches the end of the line, they are then placed in the chimney (a refrigerator box standing up on end, decorated like a chimney). The person then crawls out of the hole carved at the bottom of the box. They then run to the front of the line, take off the Santa clothes, and the next person will do the same as they did. Do this three times. If a person is dropped in the passing, they have to start again at the front of the line. Whichever team passes all three Santa's the fastest, wins.

# SHOE RELAY

## **SUPPLIES NEEDED:**

None

## **DIRECTIONS:**

Pick eight kids from each grade to come up front. Have them all take their shoes off and throw them in one big pile at the end of the room. Each team then needs to line up on the opposite side of the room. On go, the first person on each team runs down to the pile of shoes, finds their pair, puts it on, and then returns to their team, tagging the next person in line. Once the next person in line is tagged, they run down and do the same thing. Whichever team has all of their shoes on first, wins.

# SHOUT RELAY

## SUPPLIES NEEDED:

None

## DIRECTIONS:

Divide the group into two teams, and spread out the two teams across the length of an oval. Give one participant from each team a short message. The goal is for each team to get the message from end of the oval to the other as quickly and as accurately as possible. This can be done by running, shouting or any other means that the teams can think of. The only rule is that a team member cannot move past another team member, and each team member needs to be involved at least once. The first team to perfectly relay the message to the other end of the oval wins. This game is fun as it allows for teams to think tactically about how they want to spread their message across the oval.

# SIT DOWN IF...

## SUPPLIES NEEDED:

None

## DIRECTIONS:

Have everyone stand up. Read off the following items (You can add more.) If the item applies to them, they have to sit down. The winner is the last person standing. Do two rounds. Ideas- "Sit down if you": have a brown belt on, are wearing Nike shoes, didn't brush your teeth this morning, have blue eyes, are wearing anything red, have glasses, have braces, are in any athletics, have ever been to Florida, didn't shower this morning, has a white shirt on, has black shoes on, has a hat on, is wearing a coat right now, has seen a movie in the last week, was at campus life last week.

# SKATEBOARD PLUNGER RELAY

## SUPPLIES NEEDED:

Skateboards, plungers

## DIRECTIONS:

This is best done on a flat surface. Divide the group into 2-4 groups (depending on your supplies). Have each group pick 3 volunteers. When you say "Go" have the first person get on the skateboard and push themselves down around a cone and back. Racers sit on skateboard and use plungers as oars. Once back to the starting line they tag the next person and that person does the same until all 3 have gone. Encourage the rest of the team to cheer them on!

# SLED RACE

## SUPPLIES NEEDED:

Sleeping bag or large sheet, Santa hat, bell, 2 reindeer antlers, possibly duct tape to create course

## DIRECTIONS:

Choose three people: one will be Santa and the other two will be reindeer. They will be given a sleeping bag or large sheet, reindeer antlers, Santa hat, and a bell. Santa sits on the bag/sheet with his hat on and rings the bell. The reindeer put on their antlers and hold on to the two corners of the bag/sheet. They will pull Santa around a given area. After one round of it, Santa must switch places with one of the reindeer, and

they must do it again. They will be timed, and another group will be called up to see if they can beat their time.

## SPAGHETTITIONARY

### **SUPPLIES NEEDED:**

List of simple objects to draw, tins of spaghetti (1 tin per group), trays (1 per group) (could also use plates)

### **DIRECTIONS:**

Before starting this game, prepare a list of objects that participants will need to 'draw'. Divide the group into small teams of four to six people. Give each group a tray and a tin of spaghetti to empty onto their tray. To start the game, have one person from each team meet in an area, for example just outside the door. Tell these participants the first object they need to 'draw' with the spaghetti. Once they all have the first object, they must return to their teams and begin 'drawing' until someone in their team guesses correctly. That person then needs to find the leader with the list to get the next object. There must be no talking, only drawing. Continue until one team finishes all the words on the list. This game works really well when it's one part of a larger games night. It also is a great small group game.

## SPEW

### **SUPPLIES NEEDED:**

3-5 Alka-Seltzer, 3-5 Dixie cups of sprite, paper towel to clean up

### **DIRECTIONS:**

Choose 3-5 kids to come up front. Give them each an Alka-Seltzer and a Dixie cup with sprite in it. On go, they must stick the Alka-Seltzer in their mouth and drink the whole cup of sprite, without swallowing—they must keep the Alka-Seltzer and sprite in their mouth the longest without letting it come out. Whoever can do this without spitting it out, wins.

## STANDUP

### **SUPPLIES NEEDED:**

None

### **DIRECTIONS:**

Have each person get a partner and sit back-to-back with them on the floor. They need to link arms with their partner and then try to stand up without unlocking their arms. If they are successful, they need to find someone else to add to their group. All three will then sit back-to-back on the floor, link arms, and stand up. If the three of them are successful, they need to add another person to their group and try it. This continues until a group can no longer stand up. Whoever has the most in their group at the end, wins.

## STAR WARS

### **SUPPLIES NEEDED:**

None

### **DIRECTIONS:**

Each person gets a partner (same gender). They will hold their right hands together in an arm wrestling way, with their index finger pointing up. The object of the game is to be the first to touch their opponent with their finger. Losers sit down while the winners find another person to play. When just a few groups remain, have them come up front to finish the game.



# STRAW TOWER

## **SUPPLIES NEEDED:**

Straws (1 packet per team), Roll of Tape (1 roll per team), Timer

## **DIRECTIONS:**

Firstly, divide the group into small teams of about three to six people. Each team is then given a packet of straws and some sticky tape. The goal of this game is to create the highest self-supporting tower, using only the straws and tape provided, in the allotted time. The team with the highest tower when the leader calls "time!" are the winners.

# SUPERHERO

## **SUPPLIES NEEDED:**

3 bigger long-sleeved shirts, lots of different sized balloons

## **DIRECTIONS:**

Have four guys from each grade come up front. One guy from each grade will need to put on a bigger long sleeved-shirt. One guy stuffs the first guy's shirt with balloons, while the other two guys blow them up. Each team has 1 ½ minutes to make a superhero.

# SURGICAL GLOVE BLOW-UP

## **SUPPLIES NEEDED:**

3 surgical gloves

## **DIRECTIONS:**

Have three kids come up front. They must put a surgical glove over their head, just so it fits over the end of their nose, but it stays above their ears. Have them hold on to it at their nose with their thumbs and above their ears with their fingers. On go, they must blow their glove up only using their nose. Whoever's gets the biggest first, wins.

# SHOOT OFF

## **SUPPLIES NEEDED:**

2 Alka-Seltzer or Sweet Tarts, Rubber Bands, Goggles, Garbage Can, Squirt Guns

## **DIRECTIONS:**

Get three or four couples, put an Alka-Seltzer or Sweet Tart (or other similar candy) tab on one person's foreheads in each pair. Use a rubber band to secure the tab. Place goggles and a garbage bag on the same person. Hand a squirt gun to the other partner. On your command, tell them to squirt away. Whoever dissolves the Alka-Seltzer tab first wins.

# SWINGING MARSHMALLOWS

## **SUPPLIES NEEDED:**

3 pieces of string, 3 large marshmallows)

## **DIRECTIONS:**

Pick two students from each grade to come up front. Each partner group will get a piece of string and a big marshmallow. They will tie the marshmallow to one end of the string. One person will put the empty end of

the string in their mouth. The other person will stand a few feet away from them. At the signal, the student with the piece of string in their mouth will swing the marshmallow toward their partner. The object is for their partner to catch the marshmallow in their mouth.

## TASTE

### **SUPPLIES NEEDED:**

Three similar foods or drinks (e.g. Coke, coke zero, and diet coke)

### **DIRECTIONS:**

Invite three or so volunteers to be the taste testers. The taste testers move to another room, or outside until the leader is ready to call them back in. While the taste testers are away from the area, set up different foods in disposable cups on a table. Then call the taste testers back in, blindfolding them at a distance from the table. One by one the taste testers try each of the foods laid out on the table, guessing what they think they have eaten. A prize is awarded for the taste tester/s who guess all foods correctly.

## THANKSGIVING BABIES

### **SUPPLIES NEEDED:**

A variety of baby foods, spoons, tarps

### **DIRECTIONS:**

A Relay race for your group to eat a thanksgiving meal made up entirely of baby food. Divide your group into teams. One person from each team comes up front and eats a thanksgiving flavored baby food (turkey, green beans, squash, a dessert, etc). When they are finished, have another team member come up and take on the next item. The first team to finish their entire meal wins.

## THE GAUNTLET

### **SUPPLIES NEEDED:**

Dodgeballs

### **DIRECTIONS:**

This is a variation on the game Poison Ball. Divide the group into two teams. Select one team to be the gauntlet. This team must stand in two lines, with fifteen feet between each person to make the gauntlet. Give this team soft balls to throw between each other. The other team must try to run back and forth through the gauntlet as many times as possible without getting hit with a ball below the knees. When someone is hit, they are out and must sit to one side of the field. As long as there is at least one person left running through the gauntlet, the team may count how many times they make it through. When the whole team is out, switch over so that the gauntlet now become the runners. The team that makes it through the gauntlet the most times wins.

## TOILET PAPER

### **SUPPLIES NEEDED:**

Toilet paper or M&M's

### **DIRECTIONS:**

Arrange the group into a circle, sitting on the floor, then ask each participant to tear off as many squares of toilet paper as they use in an average trip to the toilet (for a less awkward game, just pass around M&Ms and ask people to take as many as they wish). Once every person has their squares of toilet paper, move

around the circle again one at a time, and for each piece of toilet paper taken (or for each M&M) that person, must share one fact about themselves. It's best not to give away the whole game at the start, as it's interesting to see how many squares of toilet paper each person takes, and how many facts they must share!

## TOILET TAG

### **SUPPLIES NEEDED:**

None

### **DIRECTIONS:**

Play this like freeze tag. When someone gets tagged, they have to kneel on one knee and stretch out their arm. If a non-frozen friend comes by, they must sit on their knee and 'flush' their arm to free the person.

## TOSS THE RAG

### **SUPPLIES NEEDED:**

Rag or sock tied in knot

### **DIRECTIONS:**

According to the size of your group, divide the kids into about groups of ten. Tie a rag or sock in a tight knot. Everyone in each group should sit in a circle with one person as "It" in the middle. They toss the rag to someone and shouts some category (like soft drinks, restaurants, Presidents, school subjects, colors, candy bars, etc). They then count to ten before the other person names an example of that category (Coke, McDonald's, Bush, math, orange, Milky Way). If they name something before time, "It" must choose someone else. If they don't, then that person takes "It's" place in the center. The category names should be a common noun while the examples given are normally proper. (This is good game to start small groups.)

## TOUCH FOOTBALL WITH A MELON

### **SUPPLIES NEEDED:**

Melons

### **DIRECTIONS:**

This game is exactly like touch football, except that the ball is replaced with a melon (rock melon or honeydew melon). Set up a field with two end-zones. Select one team to start with the melon. The starting team must run towards their end-zone while only passing backwards to other team-mates. If someone holding the melon is tagged, they must stop running and the other team takes 10 steps back. Then play continues. After five tags, play turns over to the other team. Teams score a try by placing the melon down on the grass in their end-zone. The team with the most tries at the end of the allocated time wins.

## TP SNOWMAN

### **SUPPLIES NEEDED:**

Lots of toilet paper, 3 black hats, 3 scarfs, 6 sticks, other snowmen stuff, construction paper for other details

### **DIRECTIONS:**

Choose one person from each grade. Or split into groups of 10-15. Have them come up front while the rest of their grade gets rolls of toilet paper and other misc. item. Give each team three-four minutes to decorate their person like a snowman. Whoever creates the most creative snowman, voted by the volunteers, wins.

# TRICYCLE RACE

## **SUPPLIES NEEDED:**

3 tricycles, cones to represent the track

## **DIRECTIONS:**

This game can be done as three heats and then a final round. The races need to be in an area that is long and wide enough for three lanes to race. Pick three from each grade for each heat. Instead of them actually riding the tricycles, they must hold on to the handles and push the back with their feet. The winners of each heat will race in the final round to pronounce the winner.

# ULTIMATE BANANA

## **SUPPLIES NEEDED:**

Bananas (about 5 per a game)

## **DIRECTIONS:**

Think Ultimate Frisbee... With a banana! The aim of this game is to catch the banana in the end-zone to score points. Divide the group into two teams, and set up a field with an end-zone at each end. Select one team to begin with the banana. The banana can be thrown from player to player however someone wants, but upon catching the banana, the participant cannot move (as in netball). If the banana is dropped, the other team picks it up and play starts again. If a team catches the banana in their end-zone, they score a point. The team with the most points at the end, wins. If the banana gets destroyed, sub in a new banana, or keep the biggest piece.

# WADDLE TO THE BOTTLE

## **SUPPLIES NEEDED:**

2 glass jars/bottles, 10 pennies

## **DIRECTIONS:**

Get two teams of five to come up front. Have each team get in a line about 15-20 feet away from a glass jar/bottle. The first person on each team will put a penny between their knees and must waddle to the bottle and drop the penny into it, without using their hands. If the penny is dropped along the way, the player must start over. Once the player has successfully dropped the penny into the bottle, they return to their line and the next person goes. The first team to finish wins.

# WARBALZ

## **SUPPLIES NEEDED:**

Dodgeballs, Markers for the court, two bins

## **DIRECTIONS:**

Warbalz is a modified version of dodgeball. The aim is to hit the opposing team's bin, or to get everyone in the opposing team out. Set up a large rectangular court with a divide down the middle (like a volleyball court) and a large bin at each end, then split the group into two teams, one on each half of the court. Each team has one ball, and team members take turns to throw it over the divide, attempting to hit the bin, or a member of the opposite team. To get someone on the opposite team out, they must be hit below the knees. However, if the ball is caught on the throw, the thrower is out and must stand behind the opposite team, where they still have the opportunity to catch the ball and hit people from behind. When a bin is hit, or all the members of one team are out, the game ends.

# WHAT WOULD YOU DO FOR CANDY

**SUPPLIES NEEDED:**

Candy, baby food, prune juice

**DIRECTIONS:**

Choose students to do the following challenges. If they do it successfully, they get a piece of candy. Ideas: sing the national anthem, get five people to do the chicken dance, eat a can of baby food, receive 2 wet willies, scream as loud as they can for 10 seconds, give 30 people a high five in 15 seconds, drink prune juice, have 6 kids act like monkeys for 15 seconds.

# WHIP CREAM SHAVE

**SUPPLIES NEEDED:**

Whip cream, 3 plastic spoons, paper towel to clean up

**DIRECTIONS:**

Have three girls come up front and put whip cream on their face like shaving cream. Choose three guys to come up and 'shave' their faces by using a plastic spoon and eating the whip cream. Whoever has the cleanest shave first, wins.

# WORLD'S WORST BREAKDANCERS

**SUPPLIES NEEDED:**

None

**DIRECTIONS:**

Get 4 kids and give them each 30 seconds to breakdance. Whoever is the worst is the winner!

# ADDITIONAL WEBSITES

Couldn't find exactly what you were searching for? Check out these awesome Campus Life approved and recommended game sites!

- [thesource4ym.com/games](http://thesource4ym.com/games)
- [egadideas.com](http://egadideas.com)
- [youthpastor.com/games](http://youthpastor.com/games)
- [funattic.com/game\\_youthgroup.htm](http://funattic.com/game_youthgroup.htm)
- [youthministry.com](http://youthministry.com)
- [pastor2youth.com](http://pastor2youth.com) (must create FREE account)