

SMALL SPACE GAMES BOOK



How to Understand the Symbols

In the games section, the symbols in the shaded column on the left-hand side of each page describe where the game can be played, how many people are involved at once, the level of skill required, and the equipment to be used.



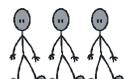
Played on the Game Square



Outdoor game



Indoor game



Number of players from each team who play at one time



Five or more players from each team play at one time



Suitable for Sparks and younger clubbers



Suitable for level 4-7 and older clubbers



Uses circle pins or also scoring pins



Uses beanbags



Uses balls



Uses balloons



Uses rope



Relay



Uses blindfolds



Uses additional clothing



Uses special equipment



Uses food

Equipment Substitutions

When the suggested game equipment is not readily available in your area, try the following substitutions:

	<p>For a circle or scoring pin, try a plastic bottle filled partially with sand, dirt, or water to weigh it down. However, it shouldn't be too heavy, as clubbers could hurt themselves by accidentally hitting it. You may want to indicate the color of the team's circle pin by painting the bottle or placing colored electrical tape or string around it.</p>
	<p>For a beanbag, try stuffing a cloth bag with sand, smooth pebbles, buttons, or other rounded objects. Organic objects, like rice or beans, are not the best as they may germinate.</p>
	<p>Almost any object can substitute for a baton, since the point of the game is being able to hand an object to another player while the two are running. The object should be of a durable material and not harmful if the runner falls while carrying it. For example, plastic electrical pipe can be cut into 1/3 meter sections and painted the team color. Or, some clubs use newspapers or something wrapped in a long sock.</p>

Also, realize that the numeral signs “I” and “II” (indicating that the game is for younger clubbers or older clubbers) are only suggestions to help you prepare for each club. You may find that an older club enjoys games designed for younger clubbers just as much.

The ball icon is a general sign that a ball is needed; some games are designed for the use of a specific type of ball. Look at the game description to determine which type of ball is needed.

Notes and Variations

Explanatory notes to each game are included where needed. In addition, some variations are listed alongside the basic games, but these are included primarily to help you think of your own variations. The game descriptions are not meant to be absolute. Most of them are easily adapted to each club's needs. Please keep the following items in mind as you decide how to vary these games for your club.

- If the clubbers are clear about the basic rules of the game, then you can alter the specific rules as you wish. (However, if the clubbers are preparing for an AwanaGames event, you may not change the rules. All churches that participate must follow the stated rules. Please note the description about AwanaGames in the section entitled “Types of Games in the *Awana Game Book*.”)
- The equipment is also suggested but not necessary. You may wish to substitute pieces of equipment that are locally available—thus coming up with your own variations of how the game is played.
- Games played on the Awana Game Square and games played within a confined area have been designated. However, you may find that you can adapt the Game Square games for your confined space and vice versa. It is always a good idea to figure out how to adapt your outdoor games for indoor use in case of inclement weather.
- Also, consider adapting games to a slower or faster pace depending on the groups of clubbers. When a disabled child is part of the group, some games can be adapted for a limited range of motion or ability. If possible, it is best to change the game’s rules for everyone, rather than only changing the rules for the disabled child or, worse, excluding the child from playing.

2PING & 4 ON THE COUCH



2PING

If you have very little room and you want to play indoor baseball consider 2ping. Rules are same as outdoor baseball with exceptions below. You have probably guessed that you will need a ping pong paddle and a ping pong ball to play this game (if no ping pong equipment is available then substitute a rolled up newspaper for the bat & a balled up sheet of paper for the ball). The pitcher must throw the ping pong ball to the batter (you would not believe the wild spins you can put on it) The batter gets only two pitches/strikes/chances, or walks to first base if hit. It is a zany fast paced game of indoor baseball that does not require baseball gloves, bats or an outside playing diamond. Use chairs or other objects in the room for bases. If you have extremely small space then the runners must run on their knees or knees & hands.



4 ON THE COUCH

Everyone writes their name on a piece of paper and folds it up. Put all the pieces of paper in a hat or bowl. Everyone takes a new paper out of the hat. Now that is their new name, and they can't show it to anyone. Everyone is sitting in a circle with part of this circle containing a couch or 4 seats designated as the "couch". The couch must have 2 from each color team seated on it in the beginning. The object of the game is to get all of one color team seated on the couch to win. In your circle of chairs there should be an extra empty one. The person on the right of the empty chair attempts to call a person from the other color team off the couch. If they are a red team member they will want to call off a blue team member so a red team member replaces them on the couch. They call a name of someone in the group but remember no one knows anyone's name yet. Who gets called goes and sits in the empty chair and exchanges names with the one who called them. Now the one on the right of the new empty chair calls someone. It continues this way until you have all red or all blue on the couch. It really makes you think because names are changed so often. No one should be giving clues to the person whose turn it is.

AIRPLANE BLITZ & WHAT AM I



AIRPLANE BLITZ

Bring a stack of copier paper or used paper & let the kids make lots & lots of paper airplanes. Then you need some way to clearly divide the room in half (the taller the divider the better). Put half the kids on each side of the divider. Put half the paper airplanes on each side of the divider. Explain that they can only throw ONE plane at a time & they must stop when the leader says "stop". Say "Go". They throw the airplanes over the divider as fast as they can. Planes are flying in both directions. Let them go about 2 minutes. Give them a 10 second warning & then say "stop". Count the airplanes on each side of the divider. The team with the least number of planes on their side of the room wins. Repeat this a number of times, keeping track of the wins to get the champions.

2 variations:

- Instead of making paper airplanes make wadded balls of paper; old newspapers could be used instead of copier paper
- Instead of paper, any common small (harmless when thrown) objects may be used, this way they can be used over & over again in the future



WHAT AM I?

Divide students into 2, 3, or 4 teams (depending on size of group or the number of teams your club runs). Come prepared with an index card or piece of paper for each student participating. Write down different names of animals or fruit on each card/paper. Tape or pin a card/paper to each students back (important: don't let the student see what's written on the card/paper). Everyone walks around trying to find out what they are (i.e. the animal or fruit that is on their back). To do this, students may ask anyone questions to find out what they are, but they can ONLY be questions that have a yes/no answer. Once a student has found out what they are they have to stand to the outside of the other students & can no longer answer anyone else's questions. Time this game. At the end the winner is the team that has the most people who have correctly guessed what they are.

Variation: Instead of animals or fruits, you can use any object or you can use famous people in history or from your country.

AMAZON WARRIORS & ANIMAL FARM



AMAZON WARRIORS:

First, get a large object. Get the group in a circle around the large object. Interlock wrists in the circle. When the leader says go, try to pull someone into the large object. If the person touches it they are out, and if someone breaks wrists with them and the person that let go are out. Keep going until there's only one person left.



ANIMAL FARM:

In this game the more people the better. We played this with over 20 people and it was a lot of fun.

First you need to have an even amount of people. Then you write down the name of animals on pieces of paper. Write each animal twice on two separate slips of paper. Then give each person a piece of paper with the name of an animal on it. They then have to find the other person in the group who had the same animal as theirs. Here's the catch; it must be done in "complete silence". A lot harder than it sounds (try acting like a pig in complete silence) It's hilarious to watch and so much fun to participate in.

BACK WRITING & BALL IN THE MIDDLE



BACK WRITING:

Split the group into 2 teams. Make each team form a long straight line of their own. The leader or someone not playing the game will provide a word/object (bike, flower, etc) then tell both people at the end of each line. They will then write it on the next person in the line on their back with their finger. When it gets to the top of the line, that person draws it on a piece of paper and if right, that team gets a point.



BALL IN THE MIDDLE:

Supplies: a few tennis balls or other small objects

Divide all youth into 2 or 4 equal teams with at most 20 youth per group. Place a tennis ball or other small object in the middle of the room. Put each team in the room so that they are all the same distance from the object in the middle. Number each person in each team (if you have 4 teams of 6 people every team will be numbered 1 thru 6). When you call out a number each person from the teams with that number will race to the center of the room to grab the object in the middle and run it back to their team without being tagged by one of their opponents. If there is a stand-still where neither youth will grab the object then you throw another item in the middle and call another number. The team that gets the object back to their team without getting tagged gets the points.

BALLOON BALL & BALLOON BIBLE QUIZ BUST



BALLOON BALL:

Divide your group into two teams and have them sit facing each other, about 30 feet apart. Take a bunch of balls and use them as ammo to hit a balloon target set in the middle of the room. The goal is to get the balloon to cross the other team's line by hitting the balloon with balls. No hands and no blowing the balloon.



BALLOON BIBLE QUIZ BUST:

Place various bible questions and answers in balloons. Teams must race across the room to their pile of balloons and bust them and match the questions to the right answers. First team to get them all right wins.

BANANA PEEL & BLOWING DOWN THE LANE



BANANA PEEL



Stuff you need
1 banana for each team



one player from each team stands in her team's circle section. Each player is given a banana. She holds it in one hand and puts the other hand behind her back. When the whistle blows, players peel, eat, and swallow the banana using only one hand. The winner is the first person done with his/her banana. Players are disqualified if they use they're other hand.



BLOWING DOWN THE LANE



Stuff you need
1 ping pong ball for each team, and 1 pen for each team.



Draw or tape a two foot wide lane on the floor. Mark a starting line at one end of the lane and place a pin at the other end. Have one player from each team kneel at the starting line with a ping pong ball on the floor in front of him/her. When the whistle blows, the players blow the ping pong ball down the lane and against the pin. Once the ball touches the pin, players blow it back down the lane and across the starting line. And the winner is the first player to blow his/her ball back across the starting line. The balls must stay within the lanes and they can only blow the ball.

BEANBAG TOSS & BIBLE AIRPLANE



BEANBAG TOSS:

Divide group into two teams, lined up shoulder to shoulder facing the opposite team, about 30 feet apart. Place a table longways between the teams. The first player on each team should be lined up with the table. Decide which team will go first, then have the first player throw a bean bag and try to get it to stay on the table. If it stays on the table, they get points for their team. Continue until everyone has had a chance to play.



BIBLE AIRPLANE:

Divide into two teams. Give each person on the team a blank piece of paper, big enough to write on and heavy enough to make an airplane. Have each child from each team write a phrase, word, event or name from the Bible. Make a spot for each team to fly their airplanes into the airport. Each person must land their plane on that spot. Once all planes are at the airport, have the children go back to an area with a Bible and find what was written on the plane in the Bible. The first team to find them all wins.

BIBLE MUSICAL CHAIRS & BIBLE RELAY



BIBLE MUSICAL CHAIRS:

Play the game like you normally would, except when the music stops, the person without the chair has to answer correctly a Bible question. If he or she answers correctly then he or she gets to stay in the game. Keep on going until there's only one person left.



BIBLE RELAY

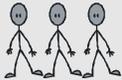
All you need is a baton (2) and players (any amount)! You split the group into two teams. On READY, SET, GO! The first runners start from one corner in the room and they have to say a verse they've memorized then run and pass the baton to the next and so on....the team with the greatest accuracy of scripture and the best time wins. However, there is no verse repeating allowed....all the verses have to be different!

BIBLE TIC TAC TOE & BOTTLE GUZZLING



BIBLE TIC TAC TOE

This game is played just like the childhood favorite. Use masking tape to make a large tic tac toe board on the floor. Divide the children into two groups. To differentiate between the X's and the O's, you can use those adhesive hole reinforcers to place on the O team's foreheads. Ask biblical questions but once they take their place on the tic tac toe board they can't help their team. Just as in the game, the team that gets three in a row wins!



BOTTLE GUZZLING

Get three volunteers. Each person gets a small baby bottle filled with milk. The person to drink the most in 5 minutes wins. It's a lot harder than I thought!

BODY LANGUAGE & BRAIN SCRAMBLE



BODY LANGUAGE

Team stands on their lines. Announce a number (how many team members will play that heat) and a letter (what shape the players will form). As soon as the number and letter are announced, the required number of players step forward and form the required letter with their bodies. The winner is the first team to form the letter.

BRAIN SCRAMBLE



Stuff you need

Several sheets of paper and a pencil for each team

Give each team several sheets of paper and a pencil. One player on each team is chosen to write the team's answers. Announce the category. Here are some samples:

- States in the united states
- Names of birds
- Names of cities in your state
- Names of flowers
- Names of cars
- Names of bible characters

When the whistle blows, teams race to list as many items as they can in the category in a three-minute period. The winner is the team with the most legitimate items listed for the category.

BOTTLE SPIN & FOUR SQUARE



BOTTLE SPIN



Put a small amount of water into a plastic 2 liter soft drink bottle. Attach this "loaded" bottle to the end of a rope about three metres long. Have the group stand in a circle around a leader and "spin the bottle." The idea of the game is that the youth in the circle jump over the bottle each time it passes them. If they are struck by the bottle they are out.



FOUR SQUARE



Use tape to create a big square with four equally sized squares. Use a kickball/dodgeball. Start off with four players—a 'king', a 'queen', a 'jack', and a 'joker'. The king serves, and the goal is to move yourself up to the 'king' spot. The king serves. You cannot hit the ball until it bounces, and only if it bounces in your square. If the ball bounces more than once in your square you are out.

BUTTER BOWL GAME & THE UMM GAME



BUTTER BOWL GAME

This is a very easy and simple game. We started it by accident one day and the youth love it. Simply take a small butter bowl with the lid off and have the youth stand in a circle. The object is to hit the butter bowl up with your hand and keep it going. The bowl goes everywhere and creates many goofy attempts to try and 'save' it. Our personal record is close to 75 hits in a row. We allow our youth to hit it multiple times and with their arms, feet, head, etc.

THE UMMM GAME



Time the kids for 30 seconds. They have to talk in that 30 seconds without saying ummm. If they succeed, keep adding words that they cannot say. For example: uh, and, I, we... and the list goes on. It is very challenging. This game can be played with teams or individual players. It can be played with a large or small group. Our kids love this game and ask me all the time to play it.

CATERPILLAR RACE & CLOTHESPIN GAME



CATERPILLAR RACE



Divide a large group into several teams. Each team gets a bedsheet. Have one half of each team go to the opposite side of the room for a relay race. Hand a bedsheet to the first person in line on one side of the room. At the word "go", the first person must drop to the floor on the bedsheet, roll themselves up into a "caterpillar" and then "inchworm" crawl to their teammates across the room. There they must unroll (the receiving team may assist!) then the next person in line rolls up and inches back to the other side. Continue the relay until each person has crossed to the other side.



(Instead of a bedsheet you can use a large piece of cloth)



CLOTHESPIN GAME



While the music is playing, everyone runs around with clothespins on the back of their shirts and tries to grab other people's pins. When the music stops, whoever does not have a pin is out and the space to run around gets smaller every time the music stops.



CHAIN-O'-WAR & CHICKEN FIGHT



CHAIN-O'-WAR

Stuff you need

1 short rope, 2 zone markers.

Mark a line to divide the two teams. Players of both teams stand in file formation on opposite sides of a line. Each player clasps the one in front of him around the waist. First player of each team grabs one end of a short rope. When the whistle blows, each team begins pulling in an attempt to pull the first player of the opposing team past the dividing line. The winner is the team that first pulls an opponent across the dividing line.



CHICKEN FIGHT

Two players from each team stand in the square in the center of the circle holding ankles with one hand and, with the other hand, clasping an elbow behind their back. When the whistle blows, players try to force opponents out of the square or cause them to lose their balance and let go of their ankle and the winner is the last remaining player. If the last two players seem to be at a stalemate, allow a 30 second time limit for one to win, or split points between teams of both players.

CONNECTING THE DOTS & DECORATE THE TREE



CONNECTING THE DOTS

Everyone must have a piece of paper and a pen or a pencil. Ask them to mark a certain number of dots (starting from 5 or more) on the paper anywhere they want. Then give their paper to someone else in the group and ask them to draw an animal by connecting the dots anyway they want as long as the dots are connecting with each other.

DECORATE THE TREE

Have paper ornaments available, and tape to double up on the back. Divide young people into teams. Have an empty "tree" drawn on paper for every team. Each team separately is blindfolded (everyone on the team), spun around, then set out to tape their ornament on the tree. After a minute, call time and take off the blindfolds. Do the same for each team in turn.

DON'T LOOK AT ME & DON'T HIT THE LEADER



DON'T LOOK AT ME



Have a group get into a big circle and look at the ground. On the count of 3 they need to look up and look directly at another person. If they look at a person that is looking at them they are out.



DON'T HIT THE LEADER



Two teams are lined up behind two cones. A leader stands about five meters in front of them, with his/her arms stretched out to the sides, holding out a hoop in each hand. The two kids at the front of the lines each try to throw a beanbag through one of the leader's hoop. After their throw, they move to the back of the line and the next kid in line has a shot. Witchever team gets the most beanbags through their hoop wins.



DOUGHNUT CHOW DOWN & DOWN BY THE BANKS



DOUGHNUT CHOW DOWN



You need a few doughnuts – it doesn't matter if there glazed or not. Then you have a bucket of chocolate syrup and some string. Tie the doughnut to the end of the rope and give it to your teams of 2 members. One person in each group holds the doughnut and dips it in the chocolate syrup then the other group member lays on the ground and has the doughnut dangled in front of their mouth and chow down. The first one done wins!



DOWN BY THE BANKS



Players form in a circle. Each individual puts their left hand palm up on the hand of the person to their left. A song is then sung as follows, "Down by the banks of the hanky-panky where the bull frogs jump from bank to banky with an ipes,ops,ips the bull frog gets you with a big kerplop." One player begins the song and everyone else joins in. The player who starts takes their left hand and hits the person to their right hand who then does the same to the person to their right and so on around the circle. Whoever's hand is last hit on "kerplop." Is out. The last two players hold each others hand and pull back and forth their hands towards each other. Whoever's arm is extended on the kerplop loses.

DOWNSIDE UP & DUELING CAROLERS



DOWNSIDE UP



Get 30 cups (or more or less depending on the group size) and spread them around the room, half the right way up, the other – upside down. Split the youth into two teams, on the word 'GO' – one team has to turn the cups the right way up, the other team has to turn them up side down, after a certain time limit, stop the game and the team with the most cups in their direction (up or down) wins!!!

DUELING CAROLERS



Divide into 2-4 groups. Give each group time to come up with as many Christmas carols as they can. After time is called, each group takes turns singing part of a Christmas carol on their list. If any other group has the same carol on their list, no points are given. If no other group has the carol on their list, they get 100 points. Keep it fast paced. Groups should mark off carols already sung. Group with the most points at the end wins.

DR. PEPPER PYRAMID & DUCT TAPE CREATIONS



DR. PEPPER PYRAMID

Form two teams. Put each team behind a line half way between the table in the middle of the room. Fill up a cup of DP for each person on each team in different color cups. Starting with the leader, at the same time of each team, they run to the table, chug the DP and return to the line with the cup, placing it upside down in a pyramid on the floor in front of them. The first team to finish chugging all drinks and return to the line with their cups turned upside down in a pyramid without tipping the cups over, wins. Only the people who have already drank their DP can help keep the cups up on the pyramid. For smaller groups, you can send them back for DP multiple times.



DUCT TAPE CREATIONS

Divide the youth into two teams or for larger groups you can have more teams. Give each team a roll of duct tape. Give the teams 15 minutes to create ANYTHING out of the tape at the end judge each team's creations. The team with the most creative construction wins.

EYE OF THE OWL & FACE OFF



EYE OF THE OWL



One person is selected to go up to the front. Everybody else will just stand up. That one person will examine everybody standing up. Then that person will leave the room, and three people will be selected to change their spots or dress different. Then the one person will come back in and if he/she finds the three people that changed he/she will change spots with someone. If he/she does not find the three he/she will get out of the game.



FACE OFF



One person makes a funny face accompanied by a noise, and the second person has to try and duplicate the face and noise. We usually have the other people judge. I've also done it by using a funny clip from a movie and having each team of people try and duplicate the scene.



FAMILY CONFUSION & FEELY GUESSY

FAMILY CONFUSION



Lay out 4 chairs, each with a person's name on it. Have 4 people sit in those chairs. Read a story that mentions those 4 names very frequently. Whenever you say the name on a person's chair, that person must stand up and sit down. If the person fails to do so, a different person (not currently playing) gets that person's chair. Whenever you say, "family," the four people must stand up, run around the chairs and sit in a different seat. If someone is left with only their previous seat open, they must sit down and someone not playing gets that seat. Continue the story.

FEELY GUESSY



Divide everyone into four groups. Have a paper bag for each team. In those paper bags should be a bunch of really odd objects (that white table-looking thing from the pizza box, a pacifier, salad tongs, etc.). Each bag should contain different objects. Blindfold the first team. The leader hands the first object to the first person who feels it and passes it on to every member. They must try to guess what the objects are by feeling them. The group must agree what thing it is. Then pull out the second item... after they finish, show them the items and have the next team do the same thing.

FANNING THE KIPPER & HUNT THE SLIPPER



FANNING THE KIPPER



The kipper is a piece of tissue paper cut into the shape of a fish. Competitors each have a kipper and a rolled up newspaper. They race to fan their kipper with the newspaper across the room and the first one across wins.



HUNT THE SLIPPER



All but one of the players sit in a circle. One sits in the middle, he closes his eyes and puts his hands over them. The players chant the following words:
Cobbler, cobbler mend your shoe,
Have it done by half past two.



During this chant the circle pass round a slipper behind their backs. The centre player then chants
Cobbler. Cobbler tell me true, which of you has got my shoe?

When the last word is chanted the circle stop passing the slipper and the player who has it makes sure it is hidden behind their back. The central player opens his eyes and has to guess who has the slipper just by looking at their faces. If he fails, he changes places with the person who holds the slipper

FLYING FISH RACE & FLYING FISH VARIATION



FLYING FISH RACE

Participants would be given paper fishes, all of similar sizes. They would be given a fan (eg: cardboard/paper plates) and when the game leader shouts "GO", they will compete among each other to fan their fish to the finishing line. The first one that reaches the finishing line wins. Prizes could be simple snacks (e.g. m&ms)



FLYING FISH VARIATION

A funny variation on the flying fish game is to get people on their hands and knees and try to blow the fish across the floor. It ends up with most of the people curled up laughing on the floor since it makes you feel very silly!

FOUR CORNERS & FOUR CORNERS OF THE SKY



FOUR CORNERS



Must have a room with 4 corners. Someone is "it" & stands in the middle of the room. Everyone else, while the "it" person is counting to 10, everyone else runs to one of the 4 corners. At 10, the "it" person picks a corner. 1,2,3,or 4. Who ever is in the corner picked is out, and must sit in the designated "jail" area. It will wind down to 2 people- the last person standing, wins.



FOUR CORNERS OF THE SKY



Make a big X with masking tape on the floor of your room. Explain that the four quadrants made are the north, south, east, and west. Divide into four teams, each named after the quadrant they are in (north, south, east, and west). Using paper holes (from a hole puncher), equally cover all areas of the floor with paper "stars". When the leader says "blow, winds, blow!" each wind team tries to blow the winds out of their corner of the sky. After a predetermined time has elapsed, the team with the least amount of stars wins. An easy way to clean up this game is to have each team pick up their own stars as they count them. Time for game should be about one minute per round. Less time for younger age groups or smaller teams.

FRISBEE BOWLING & FROGGER



I

II

FRISBEE BOWLING

Divide group into equal teams. Place ten plastic cups upside down, on top of each other, in a pyramid fashion on a table for each team. Have each team stand an equal distance away from their table. Each team member throws the Frisbee to knock down the cups for 1 point a piece. Have a team leader keep score and reset the "pins". Each team throws the same amount of rounds and the team with the most points wins.



I

II

FROGGER

You need at least 6 people to play this game. One will be a detective. The detective goes to the center of the circle and everyone closes their eyes. One person is tapped on the head and is selected to be the frogger. Everyone opens their eyes and the job of the frogger is to slip out his/her tongue without the detective seeing them do it. When the rest of the group sees the tongue, they respond by falling back, dead. The detective gets three guesses as to whom it is. The frogger can also pretend to be dead.

FROZEN T-SHIRT CONTEST & GO GET IT



FROZEN T-SHIRT CONTEST



A day before your youth group meets, take several t-shirts, wet them, fold them and then stick them into a freezer overnight. Immediately before the contest, remove the t-shirts from the freezer. The object of this contest is to be the first person to unfold the frozen t-shirt and put it on. This will take a couple minutes because the frozen t-shirts will not open right away. This game is especially fun if done outside during the summer, but you can do it anytime and anywhere.



GO GET IT



Get two volunteers. Call out an item and say go. The first one back with that item, wins a prize. Items could include: a sock, a chair, toilet paper, a hair bow, a girl wearing a red shirt, a guy wearing no socks, etc...

GOIN' ON A PICNIC & HAND CHAIN



GOIN' ON A PICNIC



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



HAND CHAIN



What you need:
-1 handkerchief
- a coin

How to play: Split up the people into 2 groups. Each group joins hands and gets in a line facing the other group. Leader is at one end and a handkerchief is at the other end. Everyone in the 2 teams closes their eyes except the person at the beginning closest to the leader. The leader flips the coin until it lands on 'heads'. When the person with his eyes open sees that it has landed on 'heads', he squeezes the hand of the person next to him and that person squeezes the hand of the next person and it goes down the line. When the person sitting at the end of the line feels the squeeze, he reaches for the handkerchief. The team that grabs the handkerchief first wins the round. Then the person who was at the end of the line moves to the front and everyone else moves down so that everyone gets a turn to grab the handkerchief.

HAIR RIBBON RELAY & ALL TIED UP



HAIR RIBBON RELAY



Two equal teams line up single file. The first player in each line has a long hair ribbon. At a signal, the first player in each line turns around and ties the ribbon, making a bow, on the head of the next player. Then that player takes it off, turns and ties the hair ribbon the head of player 3. This goes on until the last player unties the ribbon. The first team to finish wins.



ALL TIED UP



Two teams of 4 or more players. The teams line up side by side and face each other. The first player on each team is given the ball of string. Then at a starting signal, the first player holds onto the end of the string and hands the ball to the next player. The next one holds onto the string and unwinds enough so that he or she can pass the ball along to player 3. The ball is handed along the line, unrolling as it goes. When the ball of string gets to the person at the far end of the line, that player hands the ball behind his or her back to the player it just came from. That player passes it back, with each player holding on as well as possible, till it gets to the front of the line. Then player 1 pulls the string around and starts handing the ball along towards the end of the line again. You see what's happening? The teams are getting wrapped up by the string. The first team to get wrapped up and use all the string wins. Now you can have an untying relay with the same rules, as each team tries to untie itself first.

HAND-TANGLE & HEAVY HEAD



HAND-TANGLE

Everybody lays down in a circle with their hands in front of them. They can be on their elbows. Everybody puts their right arm over the person's next to them, that makes it so that everybody has 2 hands in between their own. A person is chosen to start. That person slaps their hand on the ground once, then the person to their right does the same thing. If they want to, they can slap their hand twice, causing the direction to reverse. It can get pretty confusing. If a person slaps their hand down when it's not their turn, they're out.



HEAVY HEAD

Get all the youth in one area. Get them to mingle around, tell them to go and meet new people while they are mingling around and talking, randomly yell out body parts with heavy in front of them (i.e. heavy head) when this is called everyone has to fall and put that part on the ground(i.e. heavy head, you'd fall and put your head on the ground). The last person to get their part on the ground is out.

HELICOPTER & HOLD YOUR BREATH RELAY



HELICOPTER



Materials required:
-rope, and something with significant weight.



Objective: don't get hit by the rope or the weighty object on the end of it.



How it works:
Someone in the middle of a circle of people swings the rope around in a circle about ankle height while the youth jump over it.



HOLD YOUR BREATH RELAY



Have group split into two teams. Designate a start and finish line. Give each team member a drinking straw and each team a single three inch square of tissue paper. The first person puts the paper on the end of the straw and keeps it in place by inhaling. No hands touch the tissue paper after that. Each team member runs to the line and back and must pass it to the next player. If the paper falls off, the person who drops it needs to pick it up again using only the straw and their breath. First team to get everyone over the line and back wins.



HUG THE POTHOLDER & HULA HOOP WEAVE



HUG THE POTHOLDER



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



HULA HOOP WEAVE



Any size group all you need are some hula hoops.



Divide youth into a couple teams and have each team hold hands in a single file line. Start the hula hoops at the end of each line by having the first person put a foot and an arm inside. The idea is to get the hula hoop down the line of people without disconnecting hands.



When the hula hoop reaches the end have the last student run with it back to the front and start again.

KNEE SLAP SPARING & QUESTION GAME



KNEE SLAP SPARING



Something we did at martial arts class that was safe. Basically you have two people in a ring. The 'ref' says "GO" and the two youths have to at least touch the other person on the knee to get a point before the other person. When the person's knee is touched then the ref calls who got the point and separates them (and don't worry about being wrong. You called it, and it stands because you're the ref). Repeat the process.



QUESTION GAME



My youth group really likes this game. You all form a circle, and one person points at another person in the circle and asks them a question. It can be any question like, "do you like the color green?" or "what is your name?" or "why is the world round?" the person who is pointed at does not answer the question but simply points to someone else and asks them another question. For example if Sue points at bobby and asks him, "did you drink milk this morning?" and bobby doesn't point at someone else instantly, laughs, or says yes or no, he is out and sits down. You cant point back to the person who pointed to you and you can not repeat any question that has already been asked.



MEDIC & MEXICAN JUMPING BEAN



MEDIC:

Divide into two equal teams. Divide a play area into two equal courts. Medic works a lot like dodge ball only with a few twists. Each team chooses someone to be their medic. The teams must stay on their own side of the court. Once a player is hit he/she must sit down where they were hit. The Medic then has to rescue that person by pulling them to the back of the court. Once at the back of the court the player is back in the game. The object is to hit the other team's medic to win.

Details on the rules:

1. If a player catches a ball thrown at them, the one who threw the ball must sit.
2. If a ball bounces off a player and is caught before it hits the ground, the one who threw the ball must sit.
3. You may use a ball in hand to block with, but if the ball is knocked loose and hits the ground the player must sit.

** those who are sitting CANNOT throw or catch for their team until the medic has rescued them.



MEXICAN JUMPING BEAN:

Supplies: jump ropes and adults to officiate for each team

Split the youth into even teams. Have them line up single file and give the first person a jump rope. When the official says go, the first person steps forward and begins to jump rope. An adult should be with each team to help count how many jumps the person does. The person must jump the rope 10 consecutive times. If he or she messes up the count starts over. When he or she reaches 10 consecutive jumps, they pass it off to the next person in line, and so on. The first team to have all it's members to jump the rope 10 times is the winner.

MMEEEOOWW & MUSCLE BEACH



MMEEEOOWW:

Have the kids sit in a circle and pick one to be it. The "it" is the CAT and chooses another kid to go up to and MEOW at (some do it fancy, some loud, some with eyes crossed). If the person chosen can get out the phrase, "No Kitty, I don't want you," with no smiling or no laughing, they are safe and the "it" person has to go to someone else. If they can't help but laugh, they are now "it" and try to get someone else.

MUSCLE BEACH:

You need an oversized sweatshirt or t-shirt. Each team will choose one person to wear the shirt. The other members are given balloons and they are to blow them up and tie them. The object is to make the person wearing the shirt look like a muscle man. Give them 2 minutes to do this. Then have a panel judges determine the winner.

MONKEY SEE MONKEY DO & LAUGHING BALL



MONKEY SEE MONKEY DO



In this game, none of the players is allowed to laugh. Here's how it goes:



All the players sit close together in a circle. One of them starts the game by turning to the right-hand neighbor and doing something like: squeeze the neighbor's arm, muss up hair, straighten clothes, make a face, etc. whatever that player does, the neighbor must do it to the next player to the right, and that player must do the same thing to the next neighbor. Anyone who laughs is out of the game.



LAUGHING BALL



The leader instructs everyone in the circle to start laughing the instant he or she throws the ball into the air. And everyone must keep laughing until someone catches it. At that moment, they have to be absolutely quiet. The one who catches it becomes the leader for the next round. If anyone doesn't laugh when the ball is in the air, or is caught laughing after the ball is caught, that person must drop out of the circle. To get people out, the leader can try making some false starts – not quite throwing the ball after making all the motions – not quite catching it after seeming to. If the leader is devious enough, there will soon be a winner!



MUSICAL BALLOONS & PASS IT ON



MUSICAL BALOONS:

Give each kid a balloon, blow it up (not too big yet not too small) and that is their "chair". Place the balloons in a central location, and have the kids circle around the balloons, play some music, and when the music stops they run to get a balloon. If they pop a balloon their out, if they don't get a balloon their out, and the last person standing is the winner.



PASS IT ON:

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

ONE-LEGGED CONTEST & HILLARIOUS HANDKERCHIEF



ONE-LEGGED CONTEST



Who can stand on one leg longest? Pretty easy and boring, you think? Not necessarily. The rest of the people at the youth are allowed to do anything they want to distract the contestants – except touch them in any way. That means it is illegal to throw anything at them, too, or hit them with anything. But you can try to make them laugh, make them dizzy, make them think you're going to do something that will knock them off balance!



HILLARIOUS HANDKERCHIEF



The players form a circle. One of them stands in the middle, throws a handkerchief up into the air, and starts laughing. Everyone in the circle laughs, too, until the handkerchief hits the floor. At that moment there is complete silence. Anyone who laughs is out.

PASS THE BANANA & PASS THE BOX



PASS THE BANANA:

Divide into teams. Line players up one behind the other shortest to tallest. The first player is given a banana and shown how to hold it between their knees. At the signal to begin, they will turn to face the player directly behind them and using no hands, that player must take the banana between their knees using only their knees, legs and hips to maneuver around. Remind everyone not to squish the banana as it has to be passed to the end of the line and back up to the first person for a team to be done. The first team to successfully do so wins.



PASS THE BOX:

Using a sturdy box that has flaps that can be closed to keep contents from being seen, or a dark bag that can't be seen through – place a variety of items inside that can be worn. Things like plastic bead necklaces, funky glasses, clip on earrings, socks, head bands, shower caps, sponge curlers, baseball cap, rubber gloves, baby bibs, etc... When the music starts the box or bag is passed around from person to person, when the music stops, whoever has the box or bag must reach inside without looking and pull out something and put it on. The game ends when all items are gone out of the box or bag. The person that is wearing the least or the most items is the winner.

PING PONG HOCKEY & POOPDECK



PING PONG HOCKEY:

Divide group into 4 teams. One person from each team gets around the table and tries to blow a ping pong ball off the other side of the table.

POOPDECK:

Use tape to create large boxes on the floor or ground. Each of these boxes is a deck. Students gather in one of these decks – the poopdeck, quarterdeck and halfdeck. The leader calls out a “deck” and all the students move to the deck called out. The last student into the deck is out of the game. The game continues until two students are left.

POTATO ROLL & POTTY HOCKEY



POTATO ROLL:

Make 4 lanes approx. 10-12 feet long and 3 feet wide. Large width masking tape or duct tape works well to make these. Place a potato at the beginning of each lane. Have 4 players at a time, one at each lane. The object is to roll the potato to the other end of the lane and then back to the start line. This is done by players on their knees with their hands behind their back and pushing the potato with their nose. This can also be done by rolling the potato with your hands.



POTTY HOCKEY:

Split the group into two teams with a goalie for each team. Instead of hockey sticks, players must use toilet brushes to hit the puck. You are trying to get your puck into the opposite end of the playing field.

ROPE, GATOR, FISH & SALIVA PASS



ROPE, GATOR, FISH



Played like paper, rock, scissors and man, gun, gorilla. The rope ties the gator's mouth shut, the gator eats the fish, and the fish can't be caught by the rope. Pair people off into groups of two and have them stand back to back. On command have them turn and do one of three motions: 1) hold their arms above their head in a circle style with hands connecting at the top of the circle. 2) do the gator "chomp". One hand straight up and one hand down low. Bring them together for the clapping "chomp" noise. 3) put your hands on your cheeks and turn them back and forth while making a fish face with your lips.



SALIVA PASS



The youths have to sit in a circle (with or without chairs, up to you). Start with someone in a circle. The person makes a slurping sound (like slurping a drink loudly). When he does that, he uses his left hand and make a hand gesture across his mouth. That means he is passing the "saliva" over to the person sitting on his right. If he does that with his right hand, he's passing it to the person on his left. If he says "pfuit", that means he is spitting the "saliva" to someone else who is not next to him. He can say "pfuit-matthew", and matthew can't do it back to him. He must continue passing the saliva on to someone on his right or left or "pfuit" it to someone else. If anyone of the players does the wrong hand gesture, or is slow to respond, he/she is out and the group will be able to "punish" them.

SCRABBLE SHUFFLE AND SPELL & SHAVE AND SHAVE ALIKE



SCRABBLE SHUFFLE AND SPELL

Hand out a single scrabble letter from the board game to everyone playing. Make sure there are plenty of vowels included. Give an allotted time for everyone to intermingle and spell as many (3+letter) words as possible. Everyone carries a paper and pencil to write down their words. The person with the most "real" words in the end is the winner!



SHAVE AN SHAVE ALIKE

You have three teams of 2 people in each team. Team 1 sits on chairs with their arms behind their backs. Team 1 then has shaving foam put on them by a sensible person. Team 2 then stands in front of team 1 and are blindfolded and are then given a spoon. Team 2 then has to "shave" the person in front of them. The person who does it quickest wins.

SHOE MANIA & SHUFFLE YOUR BUNS



SHOE MANIA



Divide the group into two teams. Have the teams lined up facing each other with a considerable amount of distance between the two lines. Have everyone take their shoes off and put them in a big pile in the middle. Make sure the pile of shoes is very mixed up. Then at your signal, let the teams go to the middle and try to find their two shoes. The team with all of its member's shoes back on and lined up wins.



SHUFFLE YOUR BUNS



This is a circle game that requires just enough seats for everybody. "it" stands in the center while the circle is occupied completely save one empty seat. When the game starts "it" must try to sit in the empty seat. Other players scoot around to prevent this. Another leader may yell "switch" to change direction of shuffling. If "it" manages to sit, the person who should have prevented this becomes the next "it".

SINGING ALPHABET & SKITTLE SPITTLE



SINGING ALPHABET

Form your youth into groups of 4 or so. All they have to do is to sing the alphabet in opposite way from z to a. Give them time to rehearse the game. They are allowed to have notes during the practice but are not allowed during the actual game.

SKITTLE SPITTLE

Divide youth into two teams put down an empty bowl for every team. Have the team stand 5-10 feet back from it and give them 5 skittles (candy) each. Each person must spit the skittle into the container. They spit all 5 and move to the back of the line and the next one tries to get their 5 in the container.

Skittle is a small bite size candy

SOUR CHALLENGE & STICK TO IT



SOUR CHALLENGE



Items needed: Various very sour candies.



Make students go head to head against each other. Have them stick out their tongues and put various candies that are very sour on the end. The first to make a face is out. You can then have a championship round!!!!



STICK TO IT



You will need a few rolls of duck tape and you will need a few teams.



Have the kids get into teams of about 4 to 6 people. Have one kid from each team climb onto a chair that is against the wall. The object of the game is to tape the person to the wall. You give about 2 to 3 minutes for the teams to put as much duck tape on the kid leaning against the wall as they can. When the time is up, have the kids move away and pull the chairs out from under them. Whoever's team stays on the wall the longest wins.

STRING CIRCLE & SUMO WRESTLING



STRING CIRCLE

Split the people up into 2 teams. Each team has a circle of string. When the leader says "go" everyone on the team tries to get inside the circle. The first team to have everyone inside the circle wins. you can put people on your shoulders or anything as long as no one is outside the circle.

SUMO WRESTLING

Make a circle. Two youth then start in the circle and try to knock the other one out of the circle. This is a high energy game your youth will love!

TOE FENCING & TOOTHPASTE SHOOT



TOE FENCING



Cool game and if set to music, looks like a new kind of dance. All players pair off and lock hands and try to tap the top of one of their partner's feet with their own feet. Players hop around trying to avoid being stomped on. After being tapped 3 times, that player is out and the winning partner challenges another winner. The game continues till only one player is left. Lots of fun!



TOOTHPASTE SHOOT



Have one person lay on the ground. Have another person stand on a chair above them and try to empty a whole tube of toothpaste into their mouth. It's great seeing it get all over their faces! If you're worried about messiness, cut a head hole in a garbage bag and they can cover their shirts with that. Don't let them swallow it! :)



UNICORN & Wigglestastic Wiggle Race



UNICORN

Divide group into half and number the kids on each side. Next, have the corresponding numbered kids line up. Using a marshmallow, each team has to place it between their foreheads and carry it in relay style to the finish line. The first one timed wins.

Wigglestastic Wiggle Race

This is a game I made up - not only is it fun for kids to play, it is fun to watch as well! Kids start on one end with arms by sides lying on their stomachs (ideally on a large, carpeted hall), the idea being to reach the other end ONLY by wiggling. Some kids don't even make it to the other end because they are laughing so hard!!!

WORM TOSS & ALL DRESSED UP



WORM TOSS

Make a bull's eye on a large sheet of paper and attach it to the wall. Each person takes a gummy worm (or other sticky candy), licks it, and throws it at the target. In order for the person to get the points, the worm must stick for at least 5 seconds. If more than one person hits the bull's eye, then have them continue competing (each getting a new worm) until only one person successfully hits the bull's eye. You can move them back a little further each time.



ALL DRESSED UP

Stuff you need
1 roll of toilet paper for each team



give each team a roll of toilet paper. Leaders then stand inside the circle in front of their team. When the whistle blows, clubbers unwind their roll of toilet paper and wrap it around their leader. The winner is the first team to have its roll completely unwound, and its leader completely covered. If the teams roll breaks they are disqualified.

Hand Squeeze & Ping Pong Hockey



HAND SQUEEZE

Equipment: 1 object (a spoon or something easily held with one hand)

And the winner is... the team that has the most players advanced by end of game.

Directions - Players of the same team line up single file one behind the other, they hold hands with the person in front of & behind them, creating one long chain of people. Everyone faces the same direction (toward the object laid on a table) except the person at the front of the line, they face the opposite way. Each of the last persons in line facing the object on the table is an even distance from the object (you can 2-4 teams). The persons at the front look toward 1 game leader. The game leader will give a signal silently with his fingers. If he holds up an even number of fingers nothing happens, but if he holds up an odd number of fingers, then the line leader squeezes the next player's hand. Upon feeling his hand being squeezed by the line leader, the second player squeezes the 3rd players, the 3rd player squeezes the 4th's & so on until the last player in line feels his hand being squeezed. When he feels this, he then reaches for the object on the table. If he gets it before the others, then he is the winner for that round & can advance to the front of the line where he becomes the 1st player. Play continues like this for as long as you like. At the end, count the number of players that have advanced from the back of the line to the front. Scores are given according to the team that has the most players advanced down to the least players advanced.

Here's the catch – Players cannot look at the game leader (except the first person in line) & players cannot speak to each other.



PING PONG SOCCER

Equipment: 1 ping pong ball & 1 square/rectangle table

Everybody plays. Divide a table/tables into 4 sections with chalk or tape. Each team lines up around its section of the table. Place the ping pong ball in the center of the table. When the whistle blows, players attempt to blow the ball off the table in an opponent's section. One point is given to a team when the ball goes off the table in its section. The team with the fewest points at the end of time or predetermined number of heats is the winner.

Here's the catch – A point is given to a team if any of its players touches the table or the ball in any way.

Variation – If your group is too large to fit around the table, have a group of 4 players play each heat & rotate groups after each heat. Or, tape sections on the floor & have players kneel around their section.