



The Game's The Thing....

Airplane Blitz

Bring a stack of copier paper and let youth make lots paper airplanes. Divide the room in half. (The taller the divider the better.) A table works or a rolling chalkboard. Put half the kids and half the paper airplanes on each side of the divider. Explain that they can only throw ONE plane at a time and they must stop when the leader says "stop". Say "Go". They throw the airplanes over the divider as fast as they can. Planes are flying in both directions. Let them go about 3 minutes. Give them a 10 second warning and then say "stop". Count the airplanes on each side of the divider. The team with the least number of planes wins. Repeat it a number of times, keeping track of the wins to get the champions.

Amazon Warriors

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

Drive-In Movie Video Night

Provide your youth group with large cardboard boxes collected from grocery & appliance stores. They then construct & decorate their own 'vehicles' from these before settling down to watch the video chosen for the evening! Prizes can be awarded for best construction or best decorated 'car', -it sure makes video night something to remember!

Apple/Marshmallow Bob

This game begins just like the regular bobbing for apples. Immediately after bobbing for apples, the person bobs for marshmallows in a bowl of flour. The game is messy so make sure the floor is covered with plastic for quick and easy clean up.

Bag O' Goodies

Gather all kinds of foods - ones that are quick to open and eat. For instance, baby food, fresh produce, chips, crackers (small box), etc. Everybody is behind a line and 10 feet away, one member is holding a bag with the food in it. The member behind the line has to go up to the bag, pick something out by feeling, not seeing what it is, eat it there, then run back to end of line. If you don't like something, you still have to eat it since you picked it. (Be aware of food allergies). More cruel choices are onions, salami, warm pop, a whole pack of gum/candy.

Phone Book Basketball

You will need a trash can and old phone books. Divide your group into teams (3-4 per team is best). One member from each team holds their trash basket behind a line that that is about 8 feet away from their team members. Have the trash basket holders separate themselves a bit. The other team members are given a phone book. On your mark of "go", the team members with the phone book start tearing out pages, wadding them into balls, and try to throw them into their team's basket. After 60 seconds, the team with the most paper wads in their basket wins. You could even have a play-off. Take the top 2 teams and have them compete against each other.

Pass It On

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

Newspaper Costumes

Divide the group into several teams. Place stacks (one per team) of old newspaper, with one or two rolls of masking tape per stack, and a sealed envelope containing the costume theme in the center of the room. At the word "GO", each team sends one kid to the center of the room to select a stack and take it back to his team. Each team then opens the envelope and constructs and wears costumes made entirely of newspaper and tape. Give them 15-20 minutes to complete the task and then hold a fashion show! Costume themes I've used successfully are: Peter Pan and characters, The Wizard of Oz characters, Snow White and the Seven Dwarfs, Star Wars characters, King Arthur and the Knights of the Round Table, The Flintstones, Gone With the Wind, Wild West Town, Remember the Alamo! You'll be amazed at the creativity of the kids!

Poopdeck

For medium size to large groups indoor or out. Use tape to create large boxes on the floor or ground. Each of these boxes is a deck. Youth gather in one of these decks—the poopdeck, quarterdeck and halfdeck. The leader calls out a "deck" and all the youth move to the deck called out. The last into the deck is out of the game. The game continues until only two are left. To make the game more exciting you can add your own "decks". If you have a balcony in your meeting room, use the "upper deck." You can yell out commands too instead of moving them to another "deck." – like "hit the deck" (everyone goes face down, last one down is out)... "swab the deck" (everyone on their knees)... Be creative!

Alphabet Ups and Downs

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

Body Part Musical Chairs

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

Caterpillar Race

Divide a large group into several teams. Each team gets a bedsheet. Have 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.

Chair Balloon Ball

A non-carpeted floor is the best surface for this game. Divide the students up into two even teams and have each team choose a goalie. Have the goalies sit across from one another at each end of the playing area. These are not traditional goalies, their job is to get the balloon and sit on it before the other team counts to three (loudly). The rest of the players all have their own chair that they cannot get out of. The game style is similar to soccer but each player moves around the room in a chair and uses their free hand to hit the balloon and their other hand to hold onto the chair. The teams play offense and defense and score when their goalie (who is on the other end of the playing area) pops a balloon. Note: Have each kid blow up one balloon before you get started, the game moves fast.

Chocolate Bar Scramble

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

Fruit Basket

Set chairs in circle with the chairs facing towards the center. Have one less chair than you have youth. Seat the youths and select one to stand in the middle. The youth leader is to go around the circle assigning a fruit type to each youth not to exceed three fruits. For example, Apple, Orange, Banana, Apple, Orange, Banana, until all youths have a fruit name including the youth in the middle. Instruct the youths that the person in the middle will call out a fruit. When that fruit is called, all youths with that fruit must get up and find an empty seat vacated by another youth. The youth in the middle must do the same. They cannot sit in the same chair they vacated. The person who was not able to get to another chair must go to the middle of the circle and call out another type fruit. To make it interesting, the youth in the middle can call out "FRUIT BASKET!!" At this point everyone must get up and find a different seat. Encourage kids not to push and shove, it can become a very physical game.

Map Game

Obtain several road maps (all identical) of your county or state and before the game draw a large number, letter or symbol with a pencil (i.e.: number 8). Make a list of all the towns that your pencil crosses or comes near. Have the kids divide into small groups and give each group a map and the list of towns. On "GO" they must locate the towns and figure out what they symbol/number is

that the towns form when they are connected with a line. No guessing allowed (a wrong guess disqualifies them) and the first group to come up with the correct answer wins.

Marshmallow Baseball

First, you mark bases on the floor, tape works best. To play, you need a bag of marshmallows and a spatula. Pick teams, and play the game like regular baseball, the only difference being that you use the spatula for a bat and the marshmallows for a ball. As a twist, you have to be on your knees.

Gargon

To be played in the dark. Take apart a flashlight into its parts. i.e. battery, bulb, case etc.. Select one (2+ for larger groups) person (the Gargon) to hide each of the parts throughout an area (indoor or outdoor). Each part MUST be visible if the lights were turned on. Send the group into the area to hide and search for the flashlight parts. After one minute, the Gargon is sent out repeatedly saying 'Gargon!'. The goal of the group is to find each part of the flashlight, put it together, and shine it on the Gargon, ending the game. However, anyone the Gargon touches must sit down and is 'caught.' To be freed a person holding a part of the flashlight can touch the person who is 'caught.' Note: If a person holding a flashlight part is 'caught' the flashlight part cannot be transferred to a new person.

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.

Squid Bowling

Get a plastic "slip-n-slide" toy, bowling pins and a fresh squid, from a seafood market. Line up the pins at the end of the slide, and let'em rip!!!

Mad Dash

Designate four corners in your room or playing field as 1, 2, 3, and 4. Assign each person in your group a number between one and four and send them to their designated corners. Place a judge at each corner as well. Explain that when you say, "Mad Dash!", each person must travel to the their opposite corner (i.e., Corner 1 goes to Corner 3 and Corner 2 goes to Corner 4). Obviously when the four groups meet in the middle there will be chaos. Before you say, "Mad Dash!", you will also be announcing the method of travel. For instance, you could explain that everyone must run backward to their corners, or crabwalk, or hop on one foot. The last person to each corner is eliminated from play by the judges. Other suggested methods of travel: on hands and knees (carpeted floors only), holding a partner's hand, running with elbows and knees touching, etc.

Pinball Soccer

New way to play soccer indoors! Just like regular soccer except that each person, including the goalie must stand on a piece of paper. They must keep one foot on the paper at all time and cannot slide or move the paper. The players need to be scattered evenly across the playing area. The effect is like a giant pinball machine.

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 for one empty seat. When the game starts, "It" must try to sit in the empty seat. Other plays 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".

Snowless Snowball Fight

This is a fun game to play if you like having snowball fights, but do not have any snow. You'll need white pantyhose and flour to make the snowballs and how many depends on your group size (about 1 to 1.5 per person). You take the pantyhose and cut the two legs apart from each other. You take an 8oz paper cup, fill it with flour and put it into the bottom of the pantyhose leg. Then you tie off the pantyhose with two square knots on top off each other, cut the pantyhose in

between the knots and you have a snowless snowball. Repeat the process where the knot is still in the leg until you have used it all. You should get about 8 per leg from "queen size" hose. Now you have snowballs that do not hurt too bad when they hit you and you can use throw them over and over again. With these snowballs you can play any number of games. One is to have the group break up into two teams with a brave youth leader as the leader, or should I say target for each team. Split the area of play in half and have the leaders positioned a good ways away from each other in a designated place with only a little room to move around (a circle 4ft across is good). Then have the teams try and hit the other team's leader. If a person is hit with a snowball while on the enemy's side, they have to drop their snowball and return to their territory. The team that ends up with the leader that has less flour on them is the winner.

The Great Turkey Dressing

Divide into appropriate number of groups (we used 4 groups of 9 people each). Give each group a paper sack filled with the following: newspaper, 1 pr. pantyhose, 4 sheets tissue paper, 1 roll toilet paper, scissors and tape. Each team has 10 minutes to select and dress one member of their team as a turkey.

Sticky Situation

Divide the youth into two teams. Each team gets two rolls of Duct Tape. Designate two youth to dress in "sloppy" clothes- have two pair of large overalls for them to wear. Have the two youth stand on chairs with their backs to an outside wall. Each team must then "Duct Tape" each youth to the wall! They have to use both rolls of tape. When they have used up all the tape, the chairs are removed, and the one that stays stuck to the wall, wins! Be sure and have a camera on hand.

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