

Ball Catch

Set Up:

- Any Ball with get to know you questions written all over it.

How to Play:

Instructions

1. Pass around a beach ball in a circle that has different questions on it for the person receiving the ball to answer.
2. When a person catches the ball, they will ask whatever question their thumb lands on then pass the ball to someone else in the circle.

Example Questions to put on the ball

1. Favorite Color
2. Favorite Food
3. Favorite Animal
4. Something you are scared of
5. Something you love
6. Favorite Subject
7. Least Favorite Subject
8. Favorite 4-H Project
9. Who is your personal hero
10. If you could have dinner with one person alive or dead who would it be
11. Favorite type of music
12. Favorite song
13. Favorite trip you have been on
14. What do you want to be when you grow up?
15. What three words best describe you
16. What do you like most about yourself?
17. Do you prefer to dance or sing?
18. What makes you happy
19. How would your best friend describe you?
20. What is your favorite holiday and why?

Variations

Questions could also include things that the youth has to do. Ex: 10 jumping jacks, compliment one other person, say the alphabet, etc.

Find Your Match

Set Up:

- Draw or print out designs on paper. Cut each design in half and shuffle.

How to Play:

Instructions

1. Each person is given half a picture or half cut paper and you have to find your match.
2. Once a match is found have youth introduce themselves.

Game Name Race

Set Up:

- Have youth stand in a circle and introduce themselves. One person will start in the center.

How to Play:

Instructions

1. Everybody needs to be in a circle with one person in the middle at all times
2. The person in the middle will then go up to a person in the circle and say left or right
3. If the middle guy/girl says left, then the person to the left races the person to say each other's name.
4. Whoever says the name faster gets to stay in the circle, whoever says it slower has to go in the circle. If there is a tie, then the person in the middle stays in the middle and tries again with someone else.

Ex. The middle person walks up to Bob and says right. The person to the right of Bob is John. Now Bob says John faster than John can say Bob. John is now in the middle and the middle person takes Johns place in the Circle.

The purpose of name race is to put pressure on the participants and make them be able to come up with the answer as fast as they can. I wanted the players in the game to realize the best way to play is be calm and collective, instead of stressing and thinking really hard.

Get to Know Your Peers (Memorization)

Set Up:

How to Play:

Instructions

1. Everyone is teamed up into groups of two or three depending on the number
2. They have to share their information (Name, Grade, Number of years in 4-H, Interesting Fact, etc.)
3. Once some time has passed have groups introduce their partner(s)

Guess Who?

Set Up:

- Scrap paper and pencils. Possibly something to mix the papers up in as well but this could also be done on a smooth surface.

How to Play:

Instructions

1. Each person writes 3 facts about themselves on a piece of paper
2. Place the paper in a container and mix them up
3. They are then read aloud to the group
4. The group has to guess who it belongs to.
5. Good group activity to learn new and exciting facts about each other.

How Much Do You Use?

Set Up:

- Toilet Paper with perforations in it. (Need to be able to see how many pieces the youth pulls off)

How to Play:

Instructions

1. Players pass around a roll of toilet paper and are told to take as much as they need to get the job done.
2. For every piece of toilet paper they ripped off they must tell one thing about themselves.

Matching Race

Set Up:

- You will need paper, writing utensils, and sticky notes, something bigger to write on (giant sticky note, white board, etc.) Divide youth into two teams or leave them as one big team.

How to Play:

Instructions

1. Then have youth make a chart with 4 columns and the same number of rows as they have team mates.
2. The rows are the teammates names the columns are things about the teammates. (ex: Favorite color, food, animal and their Birthdate)
3. Once youth have filled in the columns and rows for every teammate have them, or another volunteer, write all of the answers individually on a sticky note. (Ex: If Sally's row had: Green, Pizza, Dog, and April 20th then there would be a sticky note for Green, Pizza, Dog, and April 20th. If Joey also liked Green there would be another sticky note with the word Green on it.)
4. While this is happening recreate the youths chart on something bigger listing out each youth's name and column titles but leaving the rest blank.
5. Take the list and sticky notes from the team and have them line up.
6. Each teammate will one at a time take one random sticky note from their pile to the bigger chart and try to get it in the correct spot. If the youth is wrong send them back for someone else to try. If they are correct the next person gets to try.

Mystery Mingle

Set Up:

- Create Note Cards with matching words on them (ex: blue & blue) Or for more of a challenge use things that go together (ex: Peanut butter & Jelly). These cards will get taped to youth's backs.

How to Play:

Instructions

1. Have members of the group partner up.
2. With one partner facing away so they can't see the notecard, have the other partner tape the notecard to their partner's back.
3. Repeat step #2 with the other partner. Both partners should now have a notecard taped to their back.
4. When the leader says "Go", each participant can ask their partner 2 Yes or No questions about the name on their card before moving to a new partner. This process continues until someone figures out the name on their card.
5. Play may stop after one person figures out their card, or play can continue until all players have successfully identified their card. Those who have figured out their notecard can continue to "mingle" and give clues to those still playing.

Shoe Mingle

Set Up:

How to Play:

Instructions

1. Everyone gets in a circle take off one shoe and throws it in the middle
2. Then everyone picks a shoe that doesn't belong to them and go find the owner
3. Once an owner is found they then introduce themselves.
4. WARNING.SMELLY SHOES

The Great Wind Blows

Set Up:

- Arrange all the chairs to form a circle (all chairs facing inward toward the middle). One player starts in the middle, standing up. They will begin the round

How to Play:

The game is simple to play; one person in the middle starts by saying “Great wind blows for everyone who...” and then says any characteristic that is true for that person. For example, if the person has been to Canada before, he or she can say, “Great wind blows for everyone who has been to Canada.” All players who have been to Canada before must stand and quickly find a new seat that is more than 2 chairs away from them. If the player is not able to find a vacant seat, he or she is the new person who is in the middle.

Variations:

If you do not have chair use shoes from participants to mark spots.

Two Truths and One Lie

Set Up:

- Scrap paper and writing utensils

How to Play:

Instructions

1. Participants will write two truths and a lie about them in a piece of paper
2. The host will read and other people will guess which one is the lie
3. These truths and lies could also be shared with a neighbor and then youth could switch partners.