

ICE BREAKER GAMES

How To Play Celebrity Head Mania

Grab a whole bunch of sticky labels or masking tape and write the names of celebrities on the non-sticky side. Then, without showing them the name, stick a label on the back of each person in your youth group.

Get everyone to mingle around and ask other players "yes or no" questions about who they are - so something like celebrity heads. Only 1 question can be asked to another player at a time. It's basically an easy way to get kids to mingle with each other.

Once a player thinks they have solved it, they can tell anyone who they think they are and if they are correct they can remove their sticky label and go and relax. First player to guess their person wins!

How To Play True False Run

The group stands in the middle of a room (or if outside, between two markers eg cones). one wall/marker is nominated 'true' and the other 'false'.

The leader reads a statement, eg 'bats aren't actually blind'. On 'Run!' the kids must run for whichever side they think is correct - true or false - and whoever reaches the correct wall/marker first wins. STAYING IN THE CENTRE IS NOT AN OPTION. Disqualify stragglers if necessary.

Tally the winners on a board and award the overall champion a prize.

Alternatively, the kids who choose the wrong answer are eliminated, and only the correct side continue to the next round.

This game can also be played with bible teaching, eg 'All twelve apostles were Jews' etc.

How To Play Circle Untangle

This is an all time classic icebreaker game!

Everyone stands in a big circle and then grabs onto two different peoples hands (not the people standing on either side of them).

Once everyone is holding onto two other peoples hands then the aim is to work together to untangle the circle.

Depending on how many people you have this can take a long time or can be completed very quickly.

How To Play Mix & Mingle

This get to know you game / ice break game is a great way to generate discussion amongst a big group or to help a small group get to know a bit more about each other.

Get the group to stand in the middle of a hall area. The leader of the game will stand at the front of the hall, facing towards the group of people.

The game leader will call out a choice to the group, pointing to opposite sides of the room for each option. For example, the first choice could be "inside vs outside". When the game leader says "inside" they would point to the left side of the room, when they say "outside" they would point to the right side of the room.

Each of the players then run or walk to the side of the room which they prefer. For example, if I like "outside" more than "inside" then I would go to the right.

It's good to do a whole variety of choices and some will provide laughter and some might be more serious. I find it helpful to stop (maybe after a more interesting choice) and get the players to turn to someone next to them and ask them why they chose what they chose.

Here are some examples of choices:

Nature vs City

Casual vs Dress-up

Inside vs Outside

Performing vs Watching

Hungry Jack's / Burger King vs McDonalds

Mars vs Snickers

Coke vs Pepsi

Superman vs Batman

Crows vs Power

Scrunch vs Fold

Apple vs Banana

Odds vs Evens

Mac vs PC

Milk Choc vs White Choc vs Dark choc

How To Play Slap Wrestling

Two people stand facing each other with about a shoulder's span between them and thier feet together. They must try to make the other player move thier feet by slapping thier opponent's hands only. (touching anywhere else, moving feet, falling, interfering means disqualification and firing squad)

Good tactics are to push thier hands and then pull yours back so that they can't push you. Also you can pull hands back suddenly when they atack so they fall forward.

How To Play Speed Dating With a Twist

Set up the chairs in two circles, a small circle and a larger circle outside of that. Make sure that the chairs are facing each other and there are an equal amount of chairs in the inside circle as well as the outside circle.

The format or idea of how the game is played is like speed dating. Every kid will sit across from another kid, can be same or opposite sex, and will have a task to complete in 30 seconds before they rotate to the next person.

Here is a list of questions we asked kids to complete with each other:

- What's your most embarrassing moment?
- What's your favourite food?
- What do you want to be when you grow up?
- Who's your favourite celebrity?
- Who do you look up to the most?
- What's your favourite childhood memory?

Some of these topics may need a little longer than 30 seconds, others may need less. We used a cymbal as our rotation gong. This game is a great introduction to the topic of love or dating that also acts as a way for kids to get to know each other and break out of their comfort zone a little.

How To Play Snowball Fight

This is a great fun get to know you game. It works well as an ice breaker game and it really quick to play. Also works for both big groups and small groups.

Hand out a piece of paper and a pen to each person playing. They then need to write down three facts about themselves - they can be simple and straightforward, or more obscure. Once they have finished, get them to scrunch up the piece of paper into a "snowball".

The next stage of the game is the snowball fight. Kids can throw the paper balls at each other from across the room. This can go on for as long or as short as you'd like.

Once you're ready, call out "stop" and get each kid to pick up the nearest piece of paper to them. They then need to un-scrunch it and read the three interesting facts then go around the room trying to find the person the facts match up to. It can be done as a race (ie. first person to find their person wins) or just as a general mixer. An optional extra could be to ask the kids what the most interesting facts were.

How To Play Shoe Shuffle

Get the group to take off their right shoe. Then throw all the shoes in a big pile in the middle of the room.

Tell everyone from the group to grab a random shoe from the pile and put it on their spare foot.

Now the aim of the game is to create some sort of line with all the shoes matching up. So I must find the player wearing the other shoe of my original pair and stand next to them, with my left foot flushed to their right foot. And so on, until the whole group is sorted!

How To Play Mingle Mingle Mingle

This is a good youth group game to get kids mingling together and to help kids to get to know one another better. It might provide good conversation starters for kids later on.

Get the whole group together. The leader running the game calls out a category question (for example - what is your favourite colour?). Everyone in the group would then have to start calling out their favourite colour to each other and find the others in the group who have the same favourite colour as them.

When a player finds another player who has the same answer as them they then join together (by linking arms) and continue to go round the group looking for more people with the same answer. After a minute or so (completely up to the leader running the game) the leader can call "STOP". Each group needs to call out their answer. If there are two people/groups who have the same answer but are not linked together then they are eliminated from the next round. Or alternatively, to keep everyone involved, you can give each kid five wrapped lollies or popsticks to start with and if they lose one each time this happens.

Be creative with the questions you ask:

- Favourite pizza topping
- Favourite ice cream flavour
- Favourite TV show
- Favourite band
- Favourite book of the Bible

How To Play Two Truths And A Tale

For this great get to know you game, each person must make three statements about themselves, one of which isn't true.

For example: I have two brothers, I was born in Australia, I have a motorcycle.

This works best when you give the group some time to think of their statements, and write them down if they need.

Once one person makes their statements, the rest of the group must guess, or vote on, which statement is the tale. You could play as a team, or individually. It could work well to get each group member to write down their own answers and see who gets the most correct.

How To Play Shoe Talk

Often at the start of a youth camp or youth group year there are many people who don't know each other. Even the leaders often don't know many of kids. What's needed is a good ice breaker game which doesn't put too much pressure on everyone.

I played this group game at a camp recently and it was a fantastic icebreaker idea.

1. Split the group into 2 halves.
2. Get each half of the group to line up against opposite sides of the room or hall.
3. Get each person to take of 1 shoe and make a pile of their team's shoes.
4. Get each person from one team to come a select a random shoe from the other team's pile and then find the person that shoe belongs to.
5. Once they have found their match, have a question ready so each person in the pair can ask each other a get to know each other a little bit better. Make sure you don't leave this time too long, but don't make it too short either, give both people a chance to answer.
6. Get the other team to do the same process with the first team's pile of shoes.

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How To Play Mix & Meet

Get each person to grab some M&M's. Tell them not to eat them.

Assign a different meaning to each colour:

Blue = family

Green = school

Yellow = friends

Red = hobbies

Brown = music/movies

However many M&Ms they have in their hands, that is how many facts they have to tell. For example, if they have three blue, they would have to say three facts about their family.

This game can also be played with toilet paper. They rip off how much they would normally 'use', and then they have to say a fact about them per sheet of toilet paper they have.

How To Play Remember Me?

Get your two teams to mingle together for a couple of minutes, and introduce themselves to each other.

The two teams sit on either side of the bed sheet. Two leaders pull the bed sheet up, hiding both teams from each others view. Then both teams select a player silently for the round, and both players move and sit facing the bed sheet in the middle. When the leaders can see that both players are ready, they drop the sheet so they can see each other.

The first player to yell the other person's name wins a point for their team.

Keep playing rounds until everyone has had at least one go.

How To Play Ultimate Icebreaker

This game is the ultimate icebreaker. Needs a bit a prep before hand - fill up some trays with water and place a t-shirt or pair of shorts or a hat in the water. Then freeze it!

You'll need at least one tray per team and it's probably best to use the same item/s for each team. Tell each team that the first ones to successfully put on the item of clothing wins! Give the kids free reign to try to melt their block of ice!

MESSY FOOD GAMES

How To Play Mr Whippy

Divide everyone into teams. Select one player from each team to lay down with a cone in their mouth.

Allocate each team portions of ingredients. Similar to a relay, using just a spoon, the teams must get all the ingredients into the cone. Once all ingredients are in the cone, the person holding the cone must eat it all using no hands.

You can either put a tarp down and if the cone falls on the ground, they have to eat it OR you can have someone else feed it to them....

How To Play Blend It

Explain the game as a simple food eating competition game - you could do it with hotdogs or burgers or anything you can think of. Once you have selected volunteers and they are ready to start eating, that's when you bring in the twist!

Bring out the blender!

Add all the ingredients into the blender and turn it on. Once it's sufficiently blended, turn off the blender and pour out the liquid into clear plastic cups (enough for each contestant). The competition is now whoever can drink the liquid food-shake the fastest.

I've heard this has been been with hotdogs with the lot or an entire cheeseburger meal from McDonalds. It certainly doesn't end up tasting very nice, so best to run this activity outside or somewhere that has a floor that is easy to cleanup.

How To Play Extreme Cake Decorating

This game requires a fair bit of trouble and preparedness, but it's worth it if you have the time. I thought it would be nice to have a relatively easy food night that resulted in something that you would actually like to eat at the end!

Create some 'work stations' in your venue, best to keep your teams in separate locations so they cannot see each other's work. Allocate each team a cake on a cutting board, a knife and a portion of icing, and some paper & a pencil if they want to draw some plans. All other materials can be shared, unless you want to supply individual portions of those as well, however I just found a heap of tiny bowls and they were able to take what they needed from the main supply.

Divide your group into teams (6 or 7 would be a maximum, depending on the group), show them the setup, and emphasise that the cake does not need to remain in the circular/rectangular shape, and can be cut up & reformed.

I found about 30-45mins was enough time, at the end place all cakes on display for judging.

Materials Needed

One cake per team, a lot of icing, food colouring (red, blue, yellow & green at the least), piping bag/s, choc bits and smarties/MnM's, and any other things that you can think of.

How To Play Porridge Pants

This game can either be played as an up-front game or as an all-play game. Either bring 4 people up front or break your group up into even teams of 4-6. Each team nominates one volunteer. Each volunteer puts on a very large pair of overalls or pants (way too big for them). Duct tape the bottom of the pant legs to their ankles.

The remaining group members are given a quiz. For each correct answer, nothing happens. Each incorrect answer results in the volunteers getting a bowl full of cold porridge (or oatmeal) poured down their pants.

When all the quiz questions are finished or all the porridge is poured, have the volunteers run around an obstacle course with their squelching porridge filled pants on. You may like to include things like star jumps to make it even more fun. Memories.

Materials Needed

porridge or oatmeal, overalls or large pants

How To Play Gum Boot Goop

Each team of four has a pair of boots.

For each round, they nominate a player to answer a question. The player is asked a question which is near impossible (and sometimes stupid ie. what have i written, true or false. Whatever their answer, they are wrong). If they get it wrong, they can choose a can of unlabelled food which is poured into their boots. Keep going around until all questions have been asked.

When the boots are full, have four cones set up in a LARGE square (or if you want larger teams, a hexagon or some other fancy shape) with a member of the team on each corner. From here on it's a relay race where the banana must make it's way around the square. The winner is first one back.

This is an AWESOME game, the more slimey the stuff going into the boots, the better. HOWEVER, large boots are best as we had one pair get stuck on a kid AND make sure the owners of the boots are aware that their boots may smell a bit. We're still soaking our boots four days later :s

Materials Needed

cans of food (labels ripped off with a number on top), can opener, 1 pair of gum boots per team, cones, a peeled banana per team

TEAM BUILDING GAMES

How To Play Helium Stick

You can do this team building activity with a single group (maybe as an team growth activity for your small group) or as a bigger group team challenge.

You'll need a group with at least four or five people in it, and then one instructor.

Get the group members to line up in a line in pairs (one on either side). It doesn't matter if there is an odd number. Then get each person to face towards each other. Get each person to be staggered and place a hand in front of them with their index finger pointed out. Place the pole on top of all of the index fingers so it is resting evenly. Make sure all index fingers are touching the pole.

The aim of the activity is to get the group to completely lower the pole to the ground without anyone losing touch with it at any stage. This is why it is important to have a leader or instructor watching carefully to catch them out.

A common occurrence as the group begins the team building activity for the first time is that everyone will be so focussed on keeping their index finger touching the pole that the pole will actually start rising instead of lowering. Have a laugh with the group!

The secret is for the group to settle down and take it slowly.

If you're running this activity with multiple groups then you could do it as a race which could make things even funnier - just make sure you've got someone judging each group so there is no cheating.

How To Play The Tangled Chain

Get everyone to huddle in a group in the middle of the room and join each hand with someone across the circle. Once everyone has joined hands, let them know their task is now to untangle themselves.

To make the game interesting, make sure there are some chaotic hand joins going on - get players to weave their hands up and over other arms.

This ice breaker game can work really well as a team competition - split the group into a few different even-sized teams and get each group to tangle themselves then make it a race to get completely untangled. It might help to have a leader watching each team so there is no cheating going on!

How To Play Cup Stack Relay

Line two teams up next to each other with a table a few metres away from the start of the line, each team has 15 cups stacked up like a pyramid. The first player will run to the table then collapse the pyramid so that all the cups now sit inside each other. Then the player will proceed to restack all the cups back into the pyramid formation before running back to their team for the next player to do the same. The first team to run through all their players wins. I got the idea from speed stacking its on youtube if your unsure.

Materials Needed

30 cups (must be identical and be able to stack up on top of each other, i found disposable plastic cups work well)

How To Play Actionary

This icebreaker youth group game is a cross between pictionary, sculptinary and charades.

Firstly come up with a list of pictionary style words to use. Try to use words that might be easy enough to draw/sculpt/act. Divide the group into 4 teams and give each team a tray of play-doh, some paper and some pens.

The leader who is running the game stands in the centre of the room, situated in between all of the groups. Then each team sends a volunteer up to the leader and they then get each player to roll the giant dice in turn.

Either make your own dice with "act", "draw" and "sculpt" or just use a normal dice and designate two numbers to each type.

1e, 2 = Charades
3,4 = Pictionary
5,6 = Sculptinary

Then give all the players the first word from the list. The players will then go back to their group and act, draw or sculpt out the word, depending on what number they rolled. Once someone in their group guesses the word correctly, they go up and roll the dice again and receive the next word. The first team to get through the complete list of words wins!

How To Play Spot The Difference

Divide your group into two teams.

Stand the first group in a line facing the second group. The second group have a set amount of time (you decide) to look at the appearance of the other team.

Once their time is up, the second team (observers) will leave the room, and the first group must change ten things about them. The ten things must be noticeable (ie. they cannot change things in their pockets or other things previously out of view).

When the second group returns, they must observe the first group and work out what ten things have changed. (They may write them down if this is helpful) It's best to give a set amount of time for this to happen also.

Once this is done, you can swap the roles of the groups.

How To Play Creeping Closer

Select one person from your group to be the captain. They must stand on one side of the playing field (usually just in a room or hall) facing the wall.

The rest of the group must all start with one limb touching the opposite wall. The aim of the game is for one person to touch the captain.

While the captain is facing the wall, everyone can move freely but must remain completely silent. However at any point (of the captain's choosing) the captain may turn around quickly and everyone must freeze completely still. If the captain catches anyone moving, the whole team must return to the starting position.

This is a fantastic team building game as everyone needs to work together and communicate effectively. If one person stuffs up, the whole team gets punished!

Another good variation of this game is splitting the group into two teams that are competing to reach the captain first. Or even letting each player play individually, so if someone gets caught out, they return to the start but the rest of the players may stay where they are.

NO PREP, NO STRESS

How To Play Scream Till You Drop!

Line up kids.

When you say go, they run as fast as they can, screaming as loud as they can as far as they can.

When they can scream no longer, they drop to the ground (dramatic falls are best)

The person who gets the furthest wins!

How To Play Captain's Orders

This game is excellent for a competitive group. It tires everyone out really quickly and can provide a good opportunity to award a prize to the winner.

You have one person to be the leader or "Captain". He has to call out different actions but is limited to some (or all) of the following actions to call out. Pick and choose the best actions for your group. Or make up your own and share them in the comments.

Man Overboard

Players have to drop to the floor into planking position.

Captain's Coming

Players must stand at attention and salute the 'captain'.

Starboard / Port

Players must run to the designated side of the room.

Scrub The Deck

Players must squat on the ground and scrub the deck.

Climb The Rigging

Players must stand up and pretend to climb the rigging.

Man The Lifeboats

Three players have to pair up. They must sit in a row with the two on the end holding their hands out to make a boat shape and the person in the middle rows the boat.

Find North

The players have to pair up into groups of three and point in one direction.

Titanic

A boy and girl pair up. The guy gets on one knee and holds the girl by her waist while the girl sticks her arms out imitating the scene from the movie "Titanic".

How To Play Secret Dancer

A fun group game, sure to provide a whole lot of laughs. Might be suitable for a disco night at your youth group!

Set up the group to stand in a circle, and choose one player to be the detective. Send the detective outside.

When the detective has left the room, choose a player to be the "secret dancer". They will need to pick a dance move and everyone will then start copying them.

When everyone is dancing, the detective is called back into the room and has three guesses to choose who the original dancer is.

To make things interesting, the secret dancer then needs to change dance move, and everyone needs to change with them. This allows the detective to discover the secret dancer.

How To Play Spin Chasey

This is a game we made up by accident back at youth group in good old days.

Basically... everyone in the group spins around on their own, while looking up, for a certain amount of time (ie. 1 minute) and then as soon as the time is up, the person who is 'it' (designated earlier) has to catch as many people as they can.

For the next round, everyone who got caught is now 'it' also.

It might not last long, or have too much of a goal, but it's definitely a fun game to play - I mean come on, who doesn't have fun running around when you're dizzy?

How To Play The Laughing Game

The objective of this game is to get everyone to laugh while you can not laugh yourself. Have everyone sit in a circle facing each other. When it is someones turn, they have to say or act something out to get everyone else to laugh. If you laugh then you are out until the next round. Last person to not laugh wins the game. This game is as fun as you make it, so if you do not have a youth group that is very outgoing, then this game will be a lot of fun.

How To Play Jockeys Up

1. Tell the group to get into pairs, preferably with a person who has a similar height/weight to them.
2. Get them to designate one person from their pair to be the "jockey" and one person to be the "horse".
3. The horse need to stand in a small circle in the middle, facing the back of the person in front of them. (ie. when they walk forward they should be travelling around the circle, following the person in front of them).
4. The jockeys need to do the same thing except in a large circle around the horses and in the opposite direction.
5. A leader needs to direct the game a firstly say "Horses go!" (and the horses need to start galloping around their circle). Then the leader says "Jockeys go!" and the jockeys will run around their circle.
6. When the leader yells "Jockeys up!" the jockeys must all find their partners and jump on their back (ie. the horses must give the jockeys a piggyback). The last pair to do this gets eliminated from the next round.
7. To add some more interest, you can make the players change direction.

NIGHT GAMES

How To Play Zombie Apocalypse

How to Play: Basically, there will be three teams. One is the Zombies, one is the Survivors, the last is the Helpers.

The goal of this game is for the Survivors to get back to the starting point without being tagged by a zombie. The starting point can be wherever you like a classroom, the playground, the grass, etc. Wherever you choose is where the Zombies and the Helpers start off.

After you choose the starting point, the Survivors will have to run to a spot where they think is secretive enough for the zombies not to tag them.

A minute after the Survivors find their hiding spot, the Zombies come out and look for them and then tag them.

A minute after THAT the Helpers come out. Basically what the Helpers do is lead/guide the Survivors back to the starting point. Zombies cannot tag Helpers, so that gives the Survivors a chance to get back safer.

The Helpers can circle around a group of Survivors to take them back or they can run behind the Survivors.

Some of the Survivors, of course, cannot get help from the Helpers, so they have to get back themselves.

If one of the Survivors get tagged by a Zombie, they become one. So be careful to watch out for zombies!

The Survivors/ Survivor that make it back to the starting point without getting tagged wins! :D

Additional Rules:

- Make sure you split up the teams where there are a few more Zombies than Survivors and Helpers.
- This game usually only works when you have a large group of people.
- Zombies are allowed to reach through gaps that Helpers don't cover when they surround Survivors.
- Make sure the Zombies don't tackle the Survivors to the ground because then it'll hurt.

I hope you enjoy this game! But remember to play it only when people won't roughhouse!

How To Play Capture the Flag

Capture the flag is one of the most popular wide games ever and is great to play on a youth camp in a location with plenty of running space.

SET UP

1. Find a location to play. The ideal location for a game of capture the flag is a big area with lots of objects scattered around (so it's not completely open). A good option is a camp ground or in a forest. In the end, it can really be played anywhere, you may just need to adapt the rules for the game to be effective.

2. Get two flags (or similar objects) of different colours and hide them at either "end" of the playing field. Make sure they are relatively easy to find (ie. not buried under the ground).

3. Divide the group into two even teams.

4. Designate a home base at either end of the field where each team will start. Also designate the boundaries of the playing field and a half way way mark, splitting the field into two halves.

5. Of course, explain all the rules to the players and make sure they're all aware of the boundaries.

CAPTURE THE FLAG RULES

1. The aim of the game is for a team to capture the opposition's flag. This is achieved by finding the flag and bringing it back to your team's home base safely.

2. When a player is in their defensive half, they are able to tag a player from the opposition team. The player is was tagged must walk back to return to their team's home base before they are "in play" again.

3. If a player is carrying the flag, they can be tagged by the opposition team in either half. Once they are tagged, the opposition team must return the flag to their base straight away. The player that was tagged must walk back their team's base before being back "in play" as per normal.

VARIATIONS

Capture the Flag is a game that has been around for many years and there are many different variations of how to play it. Depending on your location, the people that are playing, the group size and the weather, you will need to tailor these options to make the game work well for your group.

Jail: Instead of having a tagged player walk back to their base before returning to play, you could have a jail (or two) and have tagged players go to the jail where they will be kept for a few minutes by a jailer (leader) before returning to play. A fun aspect of this method is that the jailer could make the player do something funny (make the jailer laugh, perform a silly dance, act like a chicken etc.) before being released.

Stuck-in-the-mud: Players who get tagged could be forced to stand still and be "stuck-in-the-mud" until someone from their team tags them free.

Water Balloons: Instead of a tagging system, give each team a bunch of water balloons. When a player is hit with a water balloon (and it bursts on them) they are "tagged". This could happen anywhere in the field and you wouldn't need to designate team halves. Great option for hot weather!

Team Captains: Designate a team captain for each team and give that player a special ability. Maybe they are the only one who can capture the flag. Maybe they are the only one who can rescue "stuck-in-the-mud" players. Be creative!

Enforcers: Add in a third team called "The Enforcers". This team would usually be made up of leaders/organisers and they wouldn't be trying to capture a flag but their aim would be to enforce the rules of the game, in a light-hearted manner. When/if they see a player disobeying the rules, they could "arrest" them and take them into jail for a few minutes. They could also do this for "not so serious" offences like "speeding" or "loitering"! Another punishment option is the firing squad - line up the player facing a wall with their back towards you and then get a few of the enforcers to throw water bombs at them (from a reasonable distance of course).

Secret Missions: Add in extra objectives for teams to complete to earn extra points or win in another way. You could hide some secret objects to collect which earn points. You could hide the flags really, really hard but have easily hidden clues which help each team find the flags. Be creative!

Team Uniforms: It's good to be obvious with the team uniforms but it's also an opportunity to be creative. Maybe buy a whole stack of cheap material in a certain colour and give this to the team - their activity could be to make their own uniforms before the game starts.

How To Play Murder in the Dark

This game is very simple. Perfect for a sleepover party or a late night camp gamer.

Make a room be able to go from pitch black to full light with the flick of a switch, and I'm serious pitch black. Cover up emergency lights and exit signs, unless it's illegal in your area.

Shuffle and pass out a deck of cards. Make sure that there is only one Ace and one King in the stack. The student who draws the Ace is the murderer, and the student who draws the King is the police officer. When everyone has drawn cards, turn off the lights. The job of the murderer is to walk around amongst the students and kill people by slicing throats with their index finger. If a student "runs into" a dead person they yell out "MURDER IN THE DARK." At this time the lights need to be turned on. If the person killed was the police officer, the game ends. Everyone should guess who the killer is, and if the police officer chooses to reveal him/herself they can make one person show their card. They do not have to reveal their identity. If the guess is correct, the game is over. If not, the lights turn back off. The police officer only gets one chance per round. This repeats until all people are killed, the officer is killed, or the killer is identified. When this is over, take up the cards, shuffle, and play again.

How To Play Bible Smugglers

You will need a decent sized property for this game.

Before you start the game you explain to the youth how Christians risk their lives everyday smuggling bibles into communist countries. All youth must have a piece of wool tied around their wrist, this is their "bible".

A leader leads the youth down to the furthestest point of the property from the building.

When they hear a whistle or car horn they must make their way from one end of the property back to the building.

Meanwhile the leaders are hiding around the property and are known as the "communists" and have to catch the youth and take off their "bibles" (wool).

This game must be played at night! Heaps of fun!

Protect the Pizza

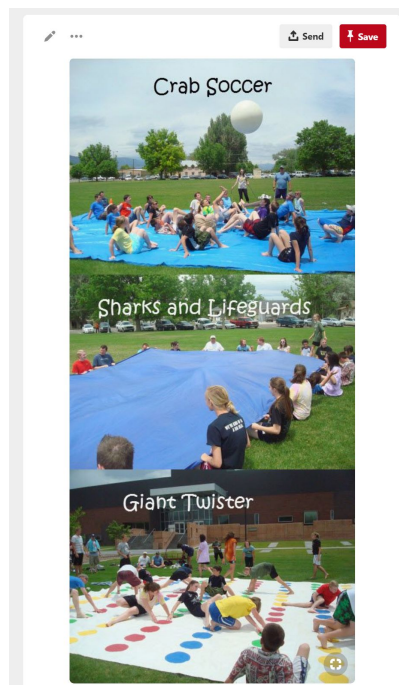
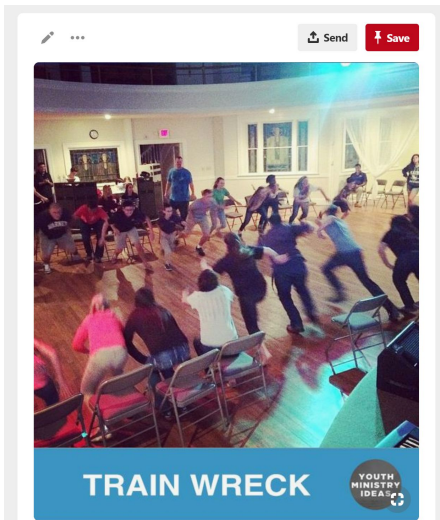
Each person has a pizza box that they hold up on one hand. First round, it is everyone for themselves as they try to knock other's pizza boxes off while keeping their own safe. Second round can be a domino's team vs little caesars



Lifesize Clue

The youth group gathers in the evening when the church is dark. They congregate in one lit room and one person goes to hide a large doll (any stuffed animal will work). That person also hides a “murder” weapon (hint: use goofy items to keep it light such as a spatula or telephone), then comes back and releases people out of the room one at a time.

One random person will be given a flashlight and they are the “killer.” Players walk around and have to find the weapon and victim (doll). Players also need to know who the “killer” is without getting caught. Players are caught when the “killer” flashes the light at you. If the “killer” catches a player, they are out and have to go sit in the main room.



Pinterest has many ideas

CLASSICS

- Drop the keys
- Shuffle Yours Buns
- Cat and mouse
- Knight, horses, and cavaliers
- Rock Paper Scissors game
- John's shoe game version
- Obstacle course
- Backwards hide and seek (once you find someone hiding you join them, last person left loses)