

105 GAMES

T. Richter

1. All My Neighbors Who

- Supplies: chairs for all but one person
- Where? Anywhere
- Time? 5-10 minutes

Have kids stand in a circle. Someone (a leader) starts in the middle and says, "Hey, all my neighbors who... (something) – stand up and recognize!" The (something) is something about yourself that is true. Everyone else who has this in common must leave their spot and find a new one. The person in the middle must seek out a spot in the circle. The one who does not find a spot becomes IT.

2. Caterpillar Race

- Supplies: none
- Where? large open space
- Time? 5-10 minutes

Have the youth create teams of 5 to 7. When the teams are created, have them decide on a team name. Once they have their name, teams are to create a line of one person behind the other with team members placing their hands on the shoulders of the person in front of them. The objective of the activity is to move from one end of the room to another as a team while doing various actions. The person in the front of the teams line will be instructed to either hop, twist, shake etc. and then the person behind them is to copy the action till everyone in the line is doing the actions. To complicate the activity, teams may be asked to begin a new action before the entire line has done the previous action.

3. Amoeba Tag

- Supplies: None
- Where? Open area
- Time: However long you want...

Designate one person as "it." Like normal tag, the point is to tag as many people as possible. However, every time you tag someone, they grab your hand and join you in tagging people. The hands cannot break, or else those that were tagged while broken don't count.

4. Auto Tag

- Supplies: 2 soft balls
- Where? Open area
- Time: However long you want...

Running pairs will have to hold onto one another's hands. Each pair chooses a make, model and color of car to be, then makes the appropriate noises associated with their vehicle.

Each member of the IT pair will have one free hand. Fill IT's free hands with soft, throwable balls, like fleece balls (something YOU wouldn't mind getting hit with...) A "tag" is made if the IT auto-pair hits someone with one of their balls. When this occurs, the other IT player drops their ball (headlight), which must be retrieved by the hit pair, who are now IT, and the game continues.

5. Back Stabbers

- Supplies: 3-5 spring-loaded clothespins per player
- Where? Open area
- Time: Only a few minutes

Indicate that players are to try and get rid of their pins by clipping them onto the clothing of any other player, who will also be trying to do the same. As soon as a player legally gets rid of all three clips, they jump up and down, simultaneously shouting that they have accomplished this, and if anyone is listening, that person is recognized as the winner. Emphasis is obviously on the action rather than the outcome.

To avoid the predictable embarrassment of inappropriate ventral pin attachment, allow only clip contact on the back. Clips must also stay on for at least 5 seconds and if they fall off before 5 seconds, they go back to the clipper. After 5 seconds, they go to the person from which they fell. Set boundaries. Go!

6. Balloon-Foot Battle

- Supplies: Balloons, String (pre-cut 18", two per kid)
- Where? Open area
- Time: Only a few minutes

Have kids blow up two balloons and tie them to their ankles. Then tell them that they need to be the last one standing (with only one or both balloons) in order to win. On "Go!" chaos ensues.

7. Bang, You're Dead

- Supplies: none
- Where? Anywhere
- Time? 5-10 minutes

This is a game where the leader knows the secret, and the rest of the group try and guess how it's done. Make sure that the group understands it is possible to know right away who has been shot, but they have to figure out what the secret is. Everyone should be seated around the room in a casual manner, with the leader at the front. After everyone is quiet, the leader raises their hand and points it like a gun and says, "Bang, you're dead." Then they ask, "Whom did I shoot?" It's hardly ever the person who was being pointed at. Several people will guess, and they will most likely be wrong. Then the leader announces who it was. The leader continues to shoot people, but changes what they do each time.

And just what is the secret? The person who was actually shot is the first person to speak after you say, "Bang, you're dead." Sooner or later, someone will catch on or perhaps the leader will make it a little more obvious, which only baffles the rest of the group more. It's fun as well as frustrating.

8. Bing-Bang-Buzz

- Supplies: none
- Where? anywhere
- Time? 5-10 minutes

Everyone sits in a circle and someone starts counting. Each person sequentially says a number in a clockwise or counterclockwise direction until the number 7 is reached, and instead of saying 7, that person says "BUZZ." The counting direction then reverses until the next number that has a 7 in it or is a multiple of 7 is reached; that person also says "BUZZ." The direction again reverses, and the sequence continues until someone makes a mistake (not saying "BUZZ" or saying "BUZZ" at the wrong time). At which point, the group must begin again from one.

After some practice, a group may surprise themselves as to how high a counting sequence can be reached before a mistake is made. Remember, when you reach 77, the response is "BUZZ-BUZZ"; now which direction are you headed?

To make the game more difficult, add the word "BANG" for 5s and multiples of 5.

The ultimate advanced game includes the word "BING" for 3s and multiples of 3. If any number can be a combination of 3, 5, or 7, each "BING", "BANG", or "BUZZ" must be said. Anticipate that this sequence will move slowly.

9. Birdie On a Perch

- Supplies: none
- Where? Open area
- Time? Only a few minutes

Have everyone get a partner. Have them decide who is the birdie and who is the perch. Have all the birdies stand in a circle and all the perches stand in a circle surrounding the birdies. Have music ready. When the music starts, the birdies walk clockwise around the circle and the perches walk counter-clockwise. When the music stops, the birdies must find their perches and sit on them. Usually the perch kneels on one knee, making a perch out of the other leg. The last couple to pair up is out and the object is to be the last couple left.

10. Bobidee Bop Bop Bop

- Supplies: none
- Where? Anywhere
- Time? Only a few minutes

Have the kids form a circle. One person is IT in the middle of the circle. To become NOT IT, the person has three options.

Option 1: the person in the middle goes to someone in the circle and says “Bobbidee Bop Bop Bop.” The other person must respond with “Bop” before IT finishes saying “Bobbidee Bop Bop Bop.”

Option 2: IT may simply say “Bop” to a person in the circle. If the person accidentally responds with “Bop,” they become IT.

Option 3: IT points to a person and says “Elvis.” Then the person they pointed to has to impersonate Elvis and the people on each side must impersonate crazy fans. If IT can count to 10 before the people do their impersonations, the person that doesn’t make it is the new IT.

11. Body Part Musical Chairs

- Supplies: One chair per person
- Where? Open area
- Time? 5-10 minutes

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. When the music starts, 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. We usually start out simple – nose, hair, left elbow, etc. but towards the end we get more complicated – your bare feet (both of them), someone who’s out’s left hand, etc. The object is to be the last one left.

12. Book Volleyball

- Supplies: books, tennis ball, net
- Where? Outside, Open area
- Time? 5-15 minutes

First, everyone must use a book (any size) instead of their hands to hit the ball. Obviously it is best to use a hardbound book. The rest of the usual volleyball rules apply.

13. Box Game

- Supplies: none
- Where? anywhere
- Time? Only a few minutes

The purpose of the box game is to create a fun way to get the kids’ attention. Have kids form a box around you. Make them memorize where they are in the box in respect to you. If you rotate to the left, the box is supposed to rotate with you. The leader in the middle of the box must think of a nonsense word. Whenever they shout it for the rest of the night, the kids must create the box around the leader.

14. Buddy Rope Knot

- Supplies: a buddy rope for everyone
- Where? Anywhere
- Time? Only a few minutes

Rather than grasping a hand, grasp the end of a rope. Each person is assigned one rope and is genetically allotted at birth two digital graspers, so when all the grasping is done, this hand-in-hand scenario should come out even. Make sure, as in the old hand-holding classic, that you don't grab two ropes coming from the same person. Otherwise this vis-à-vis close encounter will severely limit your group involvement.

Notice how the tangled ropes allow a better view of what needs to be accomplished. Ordinarily, when you begin this problem (hands only), a participant's initial view is usually of someone's armpit or the back of a head. It also becomes quickly obvious that the ropes allow more people to be involved. Fifteen participants sharing tangled ropes is no problem. Fifteen tangled people holding hands might result in separated shoulders.

15. Candy Roll

- Supplies: candy, duct tape, scissors
- Where? Open area
- Time? 5-10 minutes

Spread candy out on floor. Wrap kids in duct tape, sticky side out, hands at their sides and feet together. On "Go", kids have one minute to roll around and pick up as much candy as possible. The winner is the kid with the most amount of candy, plus all the players get to keep their candy.

* Variations: Great as a reward for a contest. Help kids down to the floor. You'll have to cut the kids out of the tape at the end.

16. Caterpillar Relay

- Supplies: sleeping bags
- Where? Anywhere
- Time? Only a few minutes

One at a time, each person on a team gets into a sleeping bag (head first!) and tries to reach a certain point and return. Obstacles may be placed in the way to make the game a little tougher.

17. Centipede Race

- Supplies: 2-3 benches
- Where? Outside, Open area
- Time? Only a few minutes

Here's a great game that can be played indoors or outdoors. Seat as many students on each bench as possible, straddling it like a horse. When the race starts, everyone must stand up, bend over, and pick up the bench, holding it between their legs. They then run like a centipede. The finish line should be forty to fifty feet away. It's a lot of fun to watch!

18. Chair Balloon Ball

- Supplies: balloons, chairs
- Where? Outside, Open area
- Time? 5-10 minutes

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, as 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.

19. Chalk it Up

- Supplies: Chalk
- Where? Outside
- Time: 5-10 minutes

Divide into small groups (this works well with squads/devotional groups). Give each group one full piece of chalk. Tell groups to choose one person from their group to hold the chalk. Then the rest of them need to lie on the ground, but they need to connect somehow. The person with the chalk stays standing. On "Go!" the person with the chalk has to outline all the other members of the group while they are lying on the ground. When everyone is successfully outlined, everyone gets up and the person with the chalk lies on the ground in the middle of the outlines, while someone else outlines them. When the original person with the chalk has been outlined, they need to have the chalk back in their hands and then they are done. First group to be done wins.

20. CheeseHead

- Supplies: Shaving cream, cheese balls, towels
- Where? Anywhere
- Time? Only a few minutes

Choose three leaders and three kids. Each leader gets on their knees with one kid in front of them. When the time keeper says "Go!," the kids have 60 seconds to stick as

many cheese balls to the face of the leader using shaving cream. Whoever sticks the most cheese balls to their leader's face is the winner!

21. Chocolate Bar Scramble

- Supplies: Full size candy bar, dice, mittens, cap, scarf, table, knife, fork
- Where? Anywhere
- Time? Only a few minutes

Here is a great game for groups of six to ten. 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 person sitting around the table takes a turn at rolling the dice. The first person who rolls a six gets to start eating the candy bar – but *only* after they put on a pair of mittens, a cap, a scarf; *only* after they run around the table once; and *only* with a knife and fork.

While that person 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 them relinquishes their right to the candy bar, and the second person must try to eat the candy bar before someone else rolls a six. The game is over when all the candy bar is devoured or when everyone drops to the floor from exhaustion.

22. Christmas Story Shuffle

- Supplies: Christmas Story (below) cut into pieces
- Where? Anywhere
- Time: Only a few minutes

God made the world and people / but people rebelled against God / and they were separated from Him. / God promised to send a Savior. / Finally, after a long time an angel / appeared to a woman named Mary. / The angel told her she would have a baby, / and that she should name the baby / "Jesus" – which means God with us. / Mary and Joseph had to travel to Bethlehem. / When they arrived, there was no room, / so they found a place to stay / in a stable full of animals. / Mary had her baby / and named him Jesus. / On some hills nearby, there were shepherds / who were keeping watch over their sheep. / The sky became full of angels / singing "Hallelujah" and "Peace on Earth." / A bright new star appeared in the eastern sky, / and some wise men followed it to Bethlehem. / They brought gifts to Jesus / and worshipped the newborn king. / Jesus grew up just as we all did, / and when the time was just right, / He died on a cross to take the punishment / for our sins.

Divide kids into teams of 3-5. Kids get strips of paper and race to put the phrases together in the correct order to tell the Christmas story.

*Variations: Have them search for their bag of strips. Have a 'Treasure Hunt' to find different strips.

23. Circle Soccer

- Supplies: soccer ball
- Where? Outside, Open area
- Time? 5-15 minutes

Two teams get into one circle, half on one side and half on the other. A ball is thrown into the circle, and the players try to kick it out through the other team's side. If the ball is kicked out over the heads of the players, the point goes to the non-kicking team. If the ball is kicked out below the heads of the players, the kicking team gets the point. Hands may not be used at all, only feet and bodies.

No one may move out of position except one player per team who may kick the ball to their teammates if the ball gets stuck in the center. That person may not score, however, or cross into the other team's territory. If the roaming player gets hit with the ball (when kicked by the other team), the kicking team gets a point.

24. Copy Cat Copy Cat

- Supplies: none
- Where? Anywhere
- Time: Only a few minutes

Ask your group to form a circle. During your explanation of the rules, ask each person to choose someone else in the circle to be their leader, but not to tell anyone who their leader is. Explain that once the activity starts, if the person you chose as a leader moves or changes position in any way, you must do exactly as s/he does. Whenever s/he moves, you mirror them. Ask that people try to watch their leaders without staring directly at them so that leaders won't know who (if anyone) is following them. After explaining and asking for questions, check to be certain that everyone has a leader chosen. Before beginning, have people close their eyes and get in a comfortable pose. As soon as everyone opens their eyes on your command, they should change their pose to duplicate that of their leader.

Once people open their eyes, patterns of movement begin to ripple around the circle. Sometimes this activity will last for several minutes, sometimes it will seem frenzied – at other times quiet. The end result is usually everyone in the same pose, though sometimes you get two or three groups of people doing different poses.

25. Cups Stack-a Attack

- Supplies: 11 paper cups per team of 3
- Where? Anywhere
- Time: Only a few minutes

Kids race to stack and unstack the cups according to a set pattern that is demonstrated ahead of time. Once you get the basic idea, you can make all kinds of variations. Give each group 11 cups, stacked within each other as a singular pillar. Each kid starts sitting/standing behind their stack of cups with their hands on their head. On "Go!" they must make a triangle pyramid with five across the bottom, side-by-side, four on top of those, (wide side down so that the next row can be stacked upon the bottom of the row below), and the next row has three, the next has two, then one and the last cup goes right-side-up on top of the last cup. After the mountain is built, they must put their hands

on their head and yell “Up!” (This prevents them from holding the mountain of cups up, because if it falls, they must rebuild it.) Once they succeed at yelling “Up!” with their hands on their head and the stack of cups remains, they must unstack the cups and return them to their original stack, all within each other, stacked open ends down. When done, they put their hands back on their head and yell “Done!” First one done wins!

* Variations: Have individual competitions. Encourage blowing on competitors’ mountains.

26. Don’t Grab the Apple

- Supplies: Tub of colored balls (multicolored, but only one red), blindfolds, bags
- Where? Anywhere
- Time: 5-10 minutes

Choose 5 or 6 kids. Give each a small bag. Blindfold them. On “Go,” they are to reach into the big tote of balls and grab some, putting them into their bag. Blue = 5pts, Green = 10pts, Yellow = 20pts, but if they pick the red one, they get ZERO points for that round. Play several 30 seconds rounds adding up their points each time and then putting the balls back. If someone got the red one, they get no points. Last round = NO blindfold. Ask why no one picked the red one when the blindfolds were off.

“You knew the red was bad, so you didn’t pick it, but you did when you were blind. Sin is bad for you and will take away good things in life. Sometimes others blind us, or ignorance and sin, but other times we sin with our eyes wide open like Adam and Eve did. Sin costs you – avoid it – and you will be a winner

27. Duck, Duck, Goose... CHAOS style!

- Supplies: Bowls, foam/whipped cream
- Where? Outside
- Time: Only a few minutes

Have the kids sit in a circle and close their eyes. Tell them to imagine their favorite place to go. Psyche them out by having some of them share where they are and what they are doing. Try to get everyone into it while the leaders are filling bowls with their weapon (the foam). Have the leaders spread out around the circle and stand behind a kid of their choice. Keep talking while another leader counts to three. On three, kids now have foam all in their hair.

We used purple soap so that we could tell their parents that it comes off, but we were also helping to keep them clean. □

28. Egg-And-Armpit Relay

- Supplies: Hardboiled eggs, spoons
- Where? Anywhere
- Time? Only a few minutes

Half of the team lines up on each side of the room. The first person races to the other side with a spoon in his mouth and an egg on it. The teammate on the other side takes

the egg and puts it in their armpit and runs back across the room. He drops the egg from his armpit onto the next person's spoon.

29. Elephant, Rhino and Rabbit

- Supplies: none
- Where? Anywhere
- Time? Only a few minutes

The players sit in a tight circle with IT in the middle. IT points to someone in the circle and says either "Elephant," "Rhino," or "Rabbit." The person he points to must either put their hands behind their back for "Rabbit," put their hands in a fist in front of each other in front of their nose for "Elephant," or they must put both fists on their nose with the two index fingers pointing upwards for "Rhino." The two people on either side of the player pointed to must put an open hand facing IT to the player's head for "Elephant" (like elephant ears). For "Rhino," they must put a fist to the other's head (like rhino ears). For "Rabbit," they must put a fist to the other's head with one finger pointing upward (like rabbit ears). All of this must be done before the count of ten. If any one of the three people fails to do their part, they then become IT.

30. Eskinose

- Supplies: bright red lipstick
- Where? Anywhere
- Time? Only a few minutes

Divide group into two teams. First person has a lipstick smear on his nose. The winning team is the team that can pass the lipstick the farthest in thirty seconds by Eskimo kissing. Serve Eskimo Pies as prizes (and consolation prizes).

31. Excedrin Whomp

- Supplies: newspapers, paper bags
- Where? Anywhere
- Time? Only a few minutes

Have each person put a paper bag over their head. Then give each person a rolled newspaper. The object is to knock someone else's paper bag off without losing one's own. No one is allowed to hold his hat on.

32. Four Scenarios

- Supplies: none
- Where? Anywhere

- Time? 5-20 minutes

Consider the following four scenarios:

1. A man is found dead lying in the desert wearing a backpack.
2. Two men are found dead in a room with 52 bicycles.
3. A dead man is lying dead in the desert with nothing but a straw in his hand.
4. A cabin in the woods contains 50 dead people.

The goal is to have the kids figure out how each of these people died by asking their leaders yes or no questions only. The first person to determine correctly the cause for each scenario wins.

Causes of death:

1. A man was skydiving and his parachute didn't open.
2. Two guys were playing poke, they got mad and shot each other. Note: Bicycle is a brand of cards, hence 52 Bicycles.
3. Three guys were in a hot air balloon, but the load became too heavy and to not crash, someone had to jump off the hot air balloon. So, they drew straws. The man on the ground drew the shortest straw.
4. The cabin is the cabin of an airplane. The plane crashed, killing everyone in the cabin.

33. Find the Cookie Monster

- Supplies: Cookies
- Where? Entire building
- Time: 10+ minutes

A fun twist on "Hide and Seek." A leader hides with a bunch of cookies and the kids go looking for him/her. When they find the leader, they are given a cookie, but should NOT give away where the leader is hidden. They should hide the cookie until they are away from the hidden leader. Why? So that they can show off their cookie to others and slowly eat it, bragging that they have a cookie and not the others. Game goes until everyone has a cookie, or until the leader is out of cookies.

- Variations: Instead of cookies, use Christmas presents around Christmas time. No lights = dark fun!

34. Fire In the Hole

- Supplies: blown up balloons
- Where? Anywhere
- Time? Only a few minutes

Have students stand front to back and include an inflated balloon between themselves and the person distal to their anterior (balloon at their belly button). Then everyone simultaneously pulls at one another to initiate the expand-to-burst scenario: Good fun provides an off-the-wall means of eliminating balloon storage problems.

35. Flamingo Football

- Supplies: football
- Where? Outside, Open area
- Time? 5-10 minutes

Divide into teams – boys vs. girls. It's co-ed tackle football with a catch. All the guys hafta hold one foot off the ground at all times (this includes running, hiking, passing, tackling and everything else).

36. Foot Painting

- Supplies: washable paint
- Where? On a tiled floor
- Time? Only a few minutes

Choose a group (number of people should be one half the number of letters you plan to use). They all sit down in a line with their legs extended toward the audience. You paint the letters in the name of your group on the bottom of their feet (jumbled up) with paint. At a signal, they are to try and get the letters unscrambled and in order without any of them getting up or moving from their positions.

37. Four Team Volleyball

- Supplies: 5 or six poles, 2 or 4 nets, volleyball
- Where? Outside, open area
- Time? 10-20 minutes

Here's a wild version of volleyball that involves four teams at once. You can set it up with four volleyball nets or just two, depending on the size of your teams and the number of nets you have available. If you use two nets, then you form two right angles with them. If you use four nets, tie all four to the center pole. The four teams get in one of the four corners of the court, and the game is played like regular volleyball, except now you can hit the ball to any of the other three teams. An interesting strategy can develop since a team is never sure exactly when the ball will be coming their way.

38. Funnel Trick

- Supplies: funnel, nickel, cup of freezing water
- Where? Anywhere
- Time? Only 1-2 minutes

Place a funnel in a boy's pants (in front). Have him tip his head back, then place a nickel on his forehead. The object is for him to drop the nickel into the funnel three times in succession. The third time, pour a cup of water into the funnel while his head is tipped back.

39. Garbage Bag Ball

- Supplies: Garbage bag, blown up balloons
- Where? Anywhere open
- Time? Only a few minutes

For this game, take a large plastic garbage bag and fill it full of balloons and tie it. You now have a Garbage Bag Ball. Here's an exciting game that makes good use of it. Have all but ten of your group form a large circle on their knees. The remaining ten kids then form a pinwheel formation in the center of the circle, lying on their backs, heads toward the center. Everyone should have his shoes off for best results. The garbage bag ball is then tossed into the circle. The object is for the kids on their backs to kick or hit the ball out of the circle, over the heads of the kids in the outer circle. The outer circle tries to keep it in play. If the ball is kicked over a player's head, in the outer circle, then s/he must take the person's place in the inner circle. Play for as long as you wish.

40. Ginger Ale Blow

- Supplies: 2 Candles, Ginger Ale, 2 chairs, table, 2 glasses, 2 lighters
- Where? Somewhere with a tile floor
- Time? 1-10 minutes

Two people sit very close at a small table in chairs facing each other and they compete to drink a full glass of ginger ale. Each contestant has a candle in their left hand resting on the left corner of the table, a lighter and a glass or can of ginger ale in front of them. They may only drink the ginger ale when their candle is lit. Each tries to blow out the other person's candle while trying to finish their own drink first. The winner is the person who can finish the ginger ale first with their candle still lit.

Disqualifications: if you move the candle, if you touch the other person's candle, if you touch the other person's ginger ale, if you touch the other person's lighter

41. Grapefruit Pass

- Supplies: Grapefruits
- Where? Anywhere
- Time? Only a few minutes

Teams line up in a single line. A grapefruit is started at one end of the line and passed under the chins of the players – no hands! If dropped, the grapefruit must be started at the front of the line again.

42. Grog

- Supplies: a flashlight (disassembled)
- Where? Entire church
- Time? 10-60 minutes

In order to prepare for this game, the different pieces of a flashlight are hidden on surfaces throughout the church (i.e. not in drawers, etc)

One person is chosen to be the 'Grog.' During the course of the game, if the Grog touches another player, they scream at the top of their lungs and 'die.' This lets everyone else know where they are and where the Grog is. A 'dead' player can be brought back to life if another player touches them. The Grog wins if all the other players are 'dead' simultaneously. The others win if they can find all the pieces of the flashlight, assemble it, and shine the light in the eyes of the Grog. The Grog is not allowed to touch any of the pieces of the flashlight during the game.

43. Guess The Gargle

- Supplies: cups of water for each competitor
- Where? Anywhere
- Time? Only a few minutes

Put all students names into a hat, then draw them out as teams. The last person you draw is the first to go. Give them a cup and then have them draw a song from a hat. Then they have to gargle the song in hopes of their team choosing the correct song (think Gargle Charades?) If after 2 minutes, the guessing team hasn't correctly identified the song, the opposing team gets one guess. Continue like charades.

44. Guzzle Relay

- Supplies: 2 or 3 gallons of Cider, straws
- Where? Anywhere
- Time? Only a few minutes

Each person gets a drinking straw. A gallon of apple cider is placed a certain distance away. When the whistle is blown, the first person in line runs to the cider and starts

guzzling. When the whistle blows again, he stops and the next person takes over. (Some people get a short drink, others a long drink, depending on your best judgment.) The first team to finish their gallon of cider wins.

45. Happy Shake

- Supplies: 3 blenders, 3 Happy Meals, large clear plastic cups, 3 big trash cans
- Where? Tile floor or outside
- Time? Only a minute or two

Go to the local McDonalds and pick up three Happy Meals. Have students pick their favorite Happy Meal and give them the bag and drink with a trash bag with a hole cut out. Instruct them to put all of their food on their plate, unwrapped. And then to take the lid off and the straw out of their drink. Then tell them to put on the trash bag.

The leaders should then pull out the hidden blenders and walk up behind the students and proceed to put all of the Happy Meal into the blender. Blend it up real good. Put the shakes into clear cups.

The rest is a race to see who can drink their Happy Shake the fastest. Make sure to have their trash cans nearby.

46. Hoop Loops

- Supplies: Several hula hoops
- Where? Open Area
- Time: Only a few minutes

Form circles holding hands as a team. The Game Leader breaks the circle and places a hula hoop between two random people. The game begins with the Game Leader yelling out "RIGHT" or "LEFT," at which point the hula hoop must circle in that direction and every team member must pass through it without breaking the circle (or the hoop). For added fun, try competition elimination rounds □

47. Hose Hockey

- Supplies: Smooth table top, foam pipe insulators, hose with a "Y" adapter, 2 hoses with triggers, puck, two goggles
- Where? Outside
- Time: Only a few minutes

Set up a smooth top table outdoors. Use foam pipe insulators to make bumpers along the sides of the table. Hook up a hose and put a "Y" adapter on the end. Run two hoses from the adapter, putting trigger-type sprayers at the ends. Two players stand at either end of the table (goggles optional). Put a hollow, plastic, street hockey puck in the center of the table. On "Go," players try to spray the puck off the opposite end of the table. Deliberate spraying in someone's face results in a penalty – penalized player has to take five steps backward and play from there.

48. Hot Gift!

- Supplies: One gift per student
- Where? Anywhere
- Time: 5-10 minutes

Put chairs in rows or a circle. Start with the smallest gifts at the front of the rows or in the middle of the circle. When the music starts, they are to pass the present to the direction indicated. If you have the present when the music stops, you lose and are out of the game and get to keep that gift. Game continues until the end and the biggest gifts go to the winners.

49. Hot Wired

- Supplies: 7 different colors of yarn
- Where? Anywhere
- Time: 5-10 minutes

Twist the yarn around each other so that they are tangles, but still lay straight. Choose 14 kids (7 pairs of friends) from the group. Have each pair grab the end of the same color of yarn. The object of the game is to get them untangled from the others WITHOUT LETTING GO of their connection to the other end. They can only use ONE hand, and may NOT let go, or they are out. They will have to reach up, over and under the others in order to get their wire free.

* It is our daily struggle to stay connected to God, and we need to hold onto God no matter what and work to free ourselves from things that will try to entangle us.

50. Human Battleship

- Supplies: masking tape, two clipboards, pens, megaphone
- Where? Two separate rooms
- Time: 10+ minutes

Create a huge Battleship-like grid on the floor in two rooms with a 10'x10' space. Label the rows A, B, C, D, E, F, G, H, I, J. Label the columns 1, 2, 3, 4, 5, 6, 7, 8, 9, 10. Also, make a sheet with the same grid and put on the clipboards for the teams to keep track of their hits and misses toward the other team. Kids must form ships, groups of two, three, four and five... you make up the allotment of ships, but make sure both teams are the same. Then teams take turns trying to hit the other team's ships by guessing a square. The clipboard starts with the person closest to the A1 position, and they get to call out a position at which they are firing. If a person is hit, they yell, "I'm hit!" (Encourage dramatic replies.) Persons 'hit' still get to play, but they have to sit down in their square. Play goes to the next team and starts with the person closest to A1 and goes back and forth from team to team until one team has everybody sitting down (they lose!). The clipboard gets passed to the next person going by row so everyone gets to guess at positions to 'hit.' (Even those sitting get to fire so that no one loses interest in the game.) A megaphone comes in handy for announcing the hits and misses.

* Variations: If rooms are out of earshot, use a messenger.

51. Human Blob

- Supplies: Chair
- Where? Open area
- Time: 5-10 minutes

Have everyone form a circle and hold hands. Have a leader volunteer for the chair in the middle. The object of the game is to stay in the 'blob' while everyone else is pushing and pulling you towards the middle. Anyone who lets go is out. Anyone who touches the leader in the middle is out. The leader in the middle can move his/her arms but not their legs or the chair. Keep playing until there are only about five students left. They are the winners. The kids will want to play this one over and over again, so be prepared.

52. Human Foosball

- Supplies: string, folding chairs, soccerball
- Where? Outside, Open area
- Time? Only a few minutes

Using an open field, the Foosball format may be reconstructed making for a wild and fast game of soccer.

Begin by dividing a playing field into ten sections. You may divide the field using string or cord strung across the field about waist high. (You may run the string across the field and attach it at both ends to folding chairs.)

Once the field is divided, then it is time to arrange the players. Each team should use an equal number of players; normally ten is about right, but you may want to adjust that number depending on field size and the number of people who want to participate.

Arrange the players in the sections as shown in the following diagram. The players on the outer edges of the field are called spotters.

53. Human Memory

- Supplies: none
- Where? Open area
- Time: 10+ minutes

This is a version of the matching/memory game we played as kids. Two kids leave the room. The rest of the kids pair up (in unlikely pairs) and choose a noise. An adult then has each pair make their noise to make sure there are no duplicates. The kids then mix up and lay down on the ground on their stomachs. The kids who left the room come in and try to match up the pairs. They do this by tapping a kid on the head, and then the

kid gets up and makes their noise. This continues just like memory until all the pairs are matched.

* Variations: Use movie quotes or farm noises or animal sounds.

54. Human Tic-Tac-Toe

- Supplies: 9 chairs
- Where? Anywhere
- Time: Only a few minutes

As suggested by its title, this game is played just like it is on paper, except that people are used. It is very active and great for smaller groups. To play, set up nine chairs in three rows of three. Team A stands on one side of the chairs, and Team B on the other. Players on each team then number off. The leader calls a number like "4." As soon as the number is called, the 4 on each team scrambles to sit down in any chair as quickly as they can. When they are seated, another number is called, and play continues until three teammates from either team have successfully scored a tic-tac-toe by sitting in a row of three either up, down or diagonally, and the game is played again.

55. Ice Chest

- Supplies: 20 pounds of ice or more per contestant, cooler for each contestant, 9 scoops or large plastic cups, 3 XXXL t-shirts
- Where? Outside or a tile floor
- Time? Only a few minutes

Prearrange for three guys to come up front and prove how manly they are and for three girls to act as assistants for each guy (9 girls). Provide each guy with an XXXL t-shirt and instruct them to take off their regular shirts and put on this shirt, making sure to tuck them in really, really well. (Best idea: have them change into the XXXL shirts ahead of time, with no idea why, but just knowing their about to prove their manhood. Instruct the girls separately and keep coolers closed.

Have each of the guys stand by a cooler of ice and give each of the girls a large scoop. When you say "Go!" the girls will begin shoveling the ice into the guys' shirts. This is hilarious to watch and painful to experience.

Give the 10-second warning after a minute or two, depending on the crowd's interest. You can simply declare the guy with the most ice in his shirt the winner, or you can have the crowd vote by applause. Save yourself a lot of cleanup by having the ice-stuffed guys escorted outside for emptying and changing of clothes.

56. Inside Dodgeball

- Supplies: a ball
- Where? Open Area
- Time: 5-10 minutes

Use a dodgeball and mark off the territory for the game and those who are 'out'. Have everyone spread out. One leader starts with a ball. The person holding the ball can only take two steps with it in their hands. They can, however, roll the ball on the floor, bounce it off the wall, etc. When someone is hit, they need to go to the 'out' area. Also, if someone catches the ball thrown, the person who threw the ball gets out (just like dodgeball). The thing that keeps the game moving is that those who are out need to remember who got them there. If the person that got them out, gets out themselves, they can go back into the game. Game ends whenever leaders are too tired to play anymore ☐

57. Jell-o Bobbing

- Supplies: candy, lots of jell-o
- Where? Tiled floor
- Time? Only a few minutes

Place candy in the bottom of a large tub. Fill the tub with jell-o (multiple flavors for the best effect). Instruct students to bob for candy similar to bobbing for apples. Clean up. Tada!

58. Klingon Tag

- Supplies: colored dot stickers (400 = 100 x 4 colors)
- Where? Open area
- Time: just a few minutes

Divide your group into 4 smaller groups and give each group 100 Klingon Dots of the same color. Differentiate the colors by marking their foreheads with a washable marker. Have each team distribute their dots evenly among their members. The object of the game is for players to stick their dots on members of the other teams. They must be applied singly and no hard slapping or poking applications. Dots can only be placed on the backs of other players. When a player has applied all of their dots, allow them to retreat to a safe zone. To count have them face the wall while leaders compare backs.

59. Knot Game

- Supplies: none or buddy ropes
- Where? Anywhere
- Time? Only a few minutes

Have the kids stand in a circle then all move to the center. Have each kid grab the hand of someone across from him or her. You must grab two hands from different people. Once everyone is connected, have each group untangle themselves into a circle without letting go of hands.

60. Kool-Aid IV Race

- Supplies: Red Kool-Aid, long surgical tubes, clear cups, paper towels, chairs
- Where? Tile floor
- Time: Only a few minutes

Pick teams of two, as many as you want. One person is the 'doctor'; the other is the 'patient'. The doctor stands on a chair and their patients lie on the floor. Doctors hold a cup filled with Kool-Aid and a long surgical tube going from the cup down to the patient. The patients must drink "IV" from the long straw held by the doctors until all is gone!

61. LatexGloveHead Game

- Supplies: Latex gloves
- Where? Anywhere
- Time? Only a few minutes

All the boys receive one latex glove. This is for the girls' entertainment. Have each participant stretch the gloves over their heads like a hat. Pull the glove over the nose, but not over the mouth (this would lead to suffocation). Now the game: suck through the mouth, blow through the nose. First one to blow up the glove to the point of popping is the winner.

62. Lifesaver Relay

- Supplies: toothpicks, Lifesavers
- Where? Anywhere
- Time: Only a few minutes

Give each player a toothpick to hold in their teeth. The leader places a Lifesaver on the toothpick of the player at the head of each line. It is then passed from toothpick to toothpick until it reaches the end of the line. If it is dropped before it reaches the end of the line, it must be started all over again. The winning team is the one whose Lifesaver reaches the end of the line first.

63. M & M Game

- Supplies: Bowls, M&Ms
- Where? Anywhere
- Time: 5-10 Minutes

Set a bowl of M&Ms in the middle of a circle. Have the person to the left of the leader choose an M&M with their eyes closed. Then have them answer a question below, depending on which color they chose.

Red – If you could go anywhere in the world, where would you go?

Blue – What's your favorite ice cream flavor?

Green – What's your favorite movie?

Yellow – What's one of your talents?

Orange – What's your favorite food?

Brown – If you could have dinner with someone famous, who would you choose?

64. Mad Relay

- Supplies: Folding chairs, bags with instructions on the inside
- Where? Anywhere
- Time: 5-10 Minutes

In this relay, each player does something different. At the beginning of the race, each team is lined up single file. At a signal, the first person on each team runs to the other end of the course to a chair. On the chair is a bag containing instructions written on separate pieces of paper. The player draws one of the instructions, reads it, and follows it as quickly as possible. Before returning to the team, the player must tag the chair and then run back and tag the next runner. The team that uses all of its instructions first is the winner. Here are a few sample directions:

1. Run around the chair five times while continuously yelling "The Americans are coming, the Americans are coming!"
2. Run to the nearest person on another team and scratch their head.
3. Run to the nearest adult in the room and whisper, "You're no spring chicken!"
4. Stand on one foot while holding the other in your hand, tilt your head back and count, "10, 9, 8, 7, 6, 5, 4, 3, 2, 1, Blast Off!"
5. Take your shoes off, put them on the wrong feet, and then tag your nearest opponent.
6. Sit on the floor, cross your legs, and sing the following: "Mary had a little lamb, little lamb, little lamb. Mary had a little lamb, its fleece was white as snow."
7. Go to the last person on your team and make three different funny-face expressions, then return to the chair before tagging your next runner.
8. Put your hands over your eyes and snort like a pig five times and meow like a cat five times.
9. Sit in the chair, fold your arms, and laugh hard and loud for five seconds.
10. Go to a blonde and keep asking, "Do blondes really have more fun?" until they answer.
11. Run around the chair backward five times while clapping your hands.
12. Run to someone not on your team and kiss their hand and gently pinch their cheek.

65. Map Game

- Supplies: Identical maps, markers
- Where? Anywhere
- Time? 5-10 minutes

For this game, get several identical road maps of your state and ahead of time, draw a large number, letter or symbol, such as number 8, on the map. Make a list of all the

towns that your lines cross or come near. Have the kids divide up into small groups and give each group a map and a list of towns. On "Go!" they must locate the towns and figure out (like dot-to-dot) what the towns form when connected with a line – no guessing allowed (a wrong guess disqualifies them). The first group with the correct answer wins.

66. Marble Sucking Relay

- Supplies: straws, marbles, paper cups
- Where? Anywhere
- Time: Only a few minutes

Divide your group into several teams. Give each person a plastic straw and a paper cup. The first person on each team gets a marble in their cup. The object is to suck the marble up with the straw and drop it into the next person's cup. If the marble drops on the floor, the team must start over at the beginning. The first team to get the marble to the last person wins!

67. Marshmallow Pitch

- Supplies: bags of miniature marshmallows
- Where? Anywhere
- Time: Only a few minutes

For this game, have kids pair off and give each pair a sack of miniature marshmallows. Each pair should also have a neutral counter. One person is the pitcher, the other the catcher. On "go," the pitcher tosses a marshmallow into the catcher's mouth, and the catcher must eat the marshmallow. The pitcher and catcher should be about ten feet apart. The counter counts how many successful catches are made, and the couple with the most at the end of a time limit or the first to reach twenty successful catches is the winner.

68. Mattress Relay

- Supplies: One mattress per team
- Where? Open Area
- Time: 10-20 minutes

This game is excellent for camps or large groups. The group is divided into two teams. Have the team divide by $\frac{2}{3}$ and $\frac{1}{3}$. The $\frac{2}{3}$ lie flat on their backs on the floor, side by side, alternating head to foot.

The $\frac{1}{3}$ are transported over the line on the floor on a mattresses and jumps off at the end. The mattress is then passed back, and another girl gets on. If any girl falls off, she must get back on the mattress where she fell off. The team who transport their $\frac{1}{3}$ in the quickest time wins.

69. Mummy!

- Supplies: one roll of toilet paper per team, stopwatch
- Where? Anywhere
- Time? 5-10 minutes

Divide kids into teams. Have each team choose a volunteer dead person. Give each team a roll of toilet paper. Teams race to unroll a roll of toilet paper around their dead person. If the paper breaks, 10 seconds is added to their time. Winner is a combination of speed and how good the mummy looks.

* Variations: Add bonus points for creativity (for example: arms straight out, arms crossed, finished mummy lying on the floor, etc.).

70. Musical Costumes

- Supplies: a laundry bag or pillow case filled with various articles of clothing
- Where? Anywhere
- Time: 5-10 Minutes

Here is a funny game that allows everyone to look funny. Keep the bag tied shut, so the clothing will not spill out.

Have your group form a circle and start passing the bag around as the music is played. When the music stops, the person holding the bag must reach in and take out an article without looking. Then they must put it on and wear it for the remainder of the game. Try to have enough, so each person gets three or four funny articles of clothing. After the game, you can have a fashion show or take pictures to hang up on the youth group bulletin board.

71. Name Speed Game

- Supplies: none or a ball
- Where? anywhere
- Time? Only a few minutes

Have kids sit in a circle. Have them go around and introduce their name with an adjective in front of it. Then, see how fast you can do it as a group. Possibly set a time goal. Twist: Have kids throw a ball, not directly in line. Then have them repeat while throwing the ball

72. Name That Gift!

- Supplies: 3x5 cards, box, 2 whiteboards, dry erase markers
- Where? Anywhere
- Time: 10+ minutes

As kids come, have them write on a card one thing they're hoping they'll get for Christmas, and turn it in. Put them all in a box. Divide the room into two halves and

have a whiteboard for each side. Each side takes a turn. Have the first player draw a card from the box. They have 30 seconds to draw what is on the card while their team tries to guess. 100 points are awarded to the team for each correct guess. If they don't get it in 30 seconds, the other team gets 10 seconds to guess.

73. Needle'n'Thread Tag

- Supplies: none
- Where? Open area
- Time: Only a few minutes

Create a circle with all but two of your players. The people in the circle need to stand close enough to hold hands. Choose one of the two other players to be IT. The other will be NI (not it). Whenever the NI runs between two people in the circle, those two people immediately link hands to create a barrier, which the IT cannot break. People in the circle must close their hands as quickly as possible and try to prevent the IT from crossing between them. The NI is given the option of closing where to start, either inside or outside the circle, and the IT must start wherever the NI is not; the IT starts the game by yelling "I'm SEW gonna get you!"

The objective for the NI is to sew up the circle without being caught by the IT. If the IT tags the NI, that ends the round. At this point, the NI is the new IT. If the NI succeeds in closing all the gaps without being tagged, either they will be in the same realm (meaning an endless pursuit unless boundaries are set or certain capture within the circle) or the NI will be forever safe from IT. Either way, it's exciting.

74. Open or Closed

- Supplies: a pair of drumsticks
- Where? Anywhere
- Time? 5-10 minutes

This is a great game for small informal meetings where kids sit in a circle and around a pair of drumsticks. When the sticks are passed, each person must announce whether they are passing it "open" or "closed." For example, they might say, "I received it ... (open or closed) and I am passing it ... (open or closed)." The leader then tells the person whether they are right or wrong. If they are wrong, they must stand up. The idea is to learn the secret, which is: if your legs are crossed, you must pass the object *closed*. If your legs are uncrossed, you must pass the object *open*. It's sounds simple, but it is really hard to figure out.

75. Pantee-Ho!

- Supplies: Full-size nylons, bananas
- Where? Outside, tile floor
- Time: Only a few minutes

Choose volunteers from the group. Have them put one leg of the nylons over their face. Then, hand them a banana. The first person to eat the entire banana through the nylon wins!

76. Passing the Word

- Supplies: 2 balls
- Where? Anywhere
- Time: Only a few minutes

Here is a simple game that teaches a great lesson on witnessing! You will need to conspire ahead of time with one team member from each team. You can apply this object to many different games or relays, but I used it this way.

Choose about 8-10 kids per team for a competition. Have each team line up in a single-file line facing the other team. On "Go," the person in front passes the ball over their heads to the next person. It continues down the line in over-under fashion. When the ball gets to the back of the line, that person runs it back to the front and starts it again. This cycle continues until the person who was at the front at the beginning is back in the front. Then they all sit down. The first team to have given everyone a chance at the front and then sitting down WINS!

* Variations: Ahead of time, select two kids, one from each team and talk to them. Choose kids of strong character who can handle everyone being temporarily upset with them. If they give in to peer pressure, your lesson will flop! Explain the game to them and tell them that you will choose them to be part of the team and will place them toward the end of the line. When the ball gets to them, they are to just hold the ball and NOT pass it. No matter what, they are to hold the ball. If others try to get it from them or yell at them, they are to just bend over, hugging the ball, and refuse to pass it. Make sure no one knows you talked ahead of time! Then, go on to lesson! After lesson, play the game as normal.

77. Penguin Sports

- Supplies: Strips of cloth, appropriate ball, goals
- Where? Outside, Open area
- Time? 10-20 minutes

Give each person a rag about 4 inches wide and 2 feet long (sheets torn into strips work well). Each person then ties the rag securely around their knees to make running impossible. Players can move only by shuffling their feet.

Now divide into teams and play football. Or baseball. Or Volleyball. Or Soccer. It's great fun!

78. People Bingo

- Supplies: Bingo cards, hat, scrap paper
- Where? Anywhere
- Time? 5-10 minutes

Give every student a Bingo playing card (remember that the middle is FREE!) and have them fill their boxes with names of students in the room (only once per student, of course). Then, from a hat, randomly pull students' names and if a player has that one's name on his card, he marks an "X" through that name. The first player who has a row of "X's" either horizontally, vertically or diagonally, wins!

79. Poop Deck

- Supplies: none
- Where? Outside, Open area
- Time? Only a few minutes

Here's a great game for 10 – 100. Clearly mark off three section on the floor with tape, chalk, etc. One section is the Poop Deck, one the Main Deck, and the last the Quarter Deck. Begin with everyone standing on the Poop Deck. Call the name of a deck (even the one that they are standing in) and the kids then run to the deck that you have called. The last person on the deck is out. If the kids are on Poop Deck, for example, and you call "Poop Deck," any kid who crosses the line, jumps the gun, or in any other way (except being pushed) goes off the Poop Deck section, is out. The game continues until one person is the winner.

80. Porky Mallow

- Supplies: Marshmallows, toothpicks
- Where? Anywhere
- Time? Only a minute or two

This game gets more difficult and funnier as it's played. Divide your group into two or more teams. Give each player a toothpick. The first player gets a marshmallow on their toothpick and then holds the toothpick only with their teeth.

Pass the marshmallow from player to player *only* by sticking your toothpick into the marshmallow and leaving it as you pass it along – no hands allowed. As the marshmallow is passed, it accumulates one more toothpick from each player. It's a riot to see players trying to avoid being stuck by the other toothpicks already on the marshmallow. The first team to finish is the winner. And the end product is a marshmallow that looks like a porcupine.

81. Pull Apart

- Supplies: none
- Where? Anywhere
- Time? About 5 minutes

This is the game in which all students of the larger gender link up by getting in a big pile, hugging and grabbing each other – whatever is necessary – in order to stay connected. When you say “Go,” the other gender tries to pull them apart. Once a person is pulled apart from the pile, they are out and must go sit down. The last two linked together are the winners.

Works best if the girls are grabbing the guys due to inappropriate touch and whatnot.

82. Push ‘Em Into Balance

- Supplies: none
- Where? Anywhere
- Time? Only a minute or two

The group pairs off and the players in each twosome lean toward each other hand-to-hand, so that they are dependent on each other to keep from falling. Then they attempt to push each other into independent standing positions without moving their feet.

Variations – kneel, threesome partnerships, benches or balance beams, kneeling to standing, etc.

83. Scrap Paper War

- Supplies: Scrap paper
- Where? Open area
- Time: Only a few minutes

Divide room in half and tell teams to spread out in their half of the area. Then tell them that their feet are to be like glued to the floor. Have each team quickly choose their “Gopher.” On “Go!” the gopher will go grab some paper, but only giving one piece to each team member at a time. The team with the most paper on their side loses, so cheer them on.

84. Shipwreck!

- Supplies: 4 cones, chalk
- Where? Outside, Open Area
- Time: 5-10 minutes

Create four corners with cones. On each side, write the appropriate title: Front = bow, back = stern, left = port, right = starboard. The chosen captains stands at the front of the ship. Announce that everyone has to do exactly as the captain says or else they’ll be forced to walk the plank. The Captain will announce a movement and crew members must react as quickly and accurate as possible to avoid walking the plank. Make sure to demonstrate the possible commands.

Jellyfish: lie on your back with arms and legs jiggling in the air

Sunbathing: lie on your stomach

Fish for Dinner:	jump up and down, holding your nose
May I Go To the Bathroom, Captain?	Salute while jumping up and down with legs crossed
Dig for Treasure:	pantomime digging movements with sound effects
Scrub the Deck:	get on hands and knees
Midships:	lie belly-down in the middle of the ship
Crow's Nest:	kneel on one knee and pantomime looking through a spyglass
Bow:	run to the bow of the ship
Port:	run to the port of the ship
Stern:	run to the stern of the ship
Starboard:	run to the starboard of the ship
Bow/Stern/Starboard/Port on Fire!	run to the opposite side of the ship
Overboard:	grab a partner and get in the piggy-back position
Arm the Torpedoes:	grab a partner and get in the wheelbarrow position
Under Attack!	grab a partner and lie across each other like an X
Time for Grub:	grab a partner – one makes a table, the other eats
3 in a Lifeboat:	form a trio, sit on the ground single-file and row, singing "Row, Row, Row Your Boat"
Shipwreck:	everyone freezes

85. Shoe Shucking Race

- Supplies: Dishpans of water
- Where? Anywhere
- Time? 3 minutes

Divide into groups of 5-6. Each team member must lie on their back with their feet in the air, meeting in the center of the circle. A container of water is placed on the elevated feet. The object is for each team member to remove their shoes without spilling the water. The team to win is the one with the most shoes off after three minutes.

86. Snowball Brigade

- Supplies: 1 bucket per team, stopwatch, background music ("Let it Snow"), bags of large marshmallows
- Where? Open area, preferably place with a stage
- Time? Only a couple minutes

Choose teams of 5-6 youth. Each team needs to pick a "Frosty". Frosty will need to put on a coat, mittens/gloves, hat, boots, scarf, etc. Teams should line up along front of stage (or in front of boundary). "Frosty"s will be up on the stage (or behind another boundary) with a bucket. Teams will have one minute to put as many marshmallows in their team bucket as they can.

* Variations: Add Frosty's dressing into the time (add a minute). Use paper wads or styrofoam balls instead of marshmallows. Use different mediums as "snowballs" and count as different points. Take it outside!

87. Soda Tower Demolition

- Supplies: Marshmallows
- Where? Open Area
- Time: 5-10 minutes

Have kids bring as many soda cans as they can for this fundraiser/game. Teams of three need to stack their soda cans as fast as they can. Meanwhile, every team gets one marshmallow per soda can. The marshmallows are used to demolish other towers. Quickest one to build their tower and include all their cans wins! We've never had a winner. Chaos usually ensues with a marshmallow fight.

88. Spit Wad Soldiers

- Supplies: 1 cup, 1 piece of paper and 1 straw for every person, tape to mark a 'no man's land'
- Where? anywhere
- Time: 5-10 minutes

Divide the group into two teams. Give each person a cup, a piece of paper and a straw. Have them balance the cup upside down on their heads. Explain that there is a 'no man's land' marked with tape and no one can enter that area. However, using the materials given they are to make the cups of the other team fall off their heads. If anyone's cup falls off, no matter how, they are 'fallen soldiers' and must sit out for the remainder of the game.

The result of this game is usually a spit wad war, but leave it open so that they have to be creative.

89. Sponge Catch

- Supplies: Sponges, 2 buckets per team, water
- Where? Outside
- Time: 5-10 minutes

This is a relay where they need to catch sponges as fast as possible. Start off with two lines drawn 20 feet apart. Teams need to choose one person to start holding the bucket and one person to throw the rejects back. The person holding the bucket needs to sit on one line and the other person stands behind them. The rest of the team lines up single-file behind the other line. The first person attempts to throw the sponge into the bucket. The person standing behind cannot help at all, but rather retrieves the sponges that don't make it. The person throwing keeps throwing until they make it. Then the thrower replaces the person behind the bucket. The person behind the bucket replaces the person sitting. The person sitting with the bucket on their head goes to the back of the line. Continue until everyone has had a chance to throw. First team done wins!

90. Star Donut Eating Contest

- Supplies: Star-shaped donuts, string, pole (limbo-style)
- Where? Tile floor
- Time: Only a few minutes

Choose kids and bring them up front. Hang as many star-shaped donuts as you have kids playing from a pole above their heads. They will race to eat the star off the string – but if it falls on the ground, they're out. The one who finishes first, wins!

91. Stepping Stones

- Supplies: One prop per player, two ropes or masking tape
- Where? Outside, Open Area
- Time? 5-20 minutes

The basic set-up here is the old “get from Point A to Point B without touching the ground in between” routine. People are assembled at Point A, given one prop less than their number and told to arrive safely with the entire group at Point B before the time runs out. Touch the ground and the whole group returns to Point A.

92. Straws & Q-tips

- Supplies: Straws, Q-tips, buckets
- Where? Anywhere
- Time: Only a few minutes

Give each child a straw and several Q-tips. Put a Q-tip into the straw, and by blowing the straw it will shoot out the Q-tip. Have a bucket about 10 feet away and see how many they can get into the bucket.

93. Striker

- Supplies: one beach ball
- Where? An open field or gymnasium
- Time: 10-20 minutes

Divide your group in half and ask each team to separate to a side. The team with the youngest player can elect to either receive or smack the ball. The team that initially delivers the ball initiates the action by having one player toss the ball aloft, allowing another player to hand-strike the descending soft sphere so that it sails toward the other team. Play has begun, so here's a few rules to maintain some semblance of competition.

A score is achieved by hitting the ball over an end line or by making ball/wall contact at the end of the gym. After a goal is made, a member of the defending team is allowed to pick up the ball and, without interference, strike the ball toward the far wall. There is no time out after a score – play is continuous.

The ball cannot be hit with any part of the body except hands and arms. No purposeful body contact is allowed. There are no time outs, penalties, or whistles. Contact with the ball is made only with an open hand – no fists.

94. Tail-Grab

- Supplies: several ties
- Where? Anywhere
- Time? Only a few minutes

Divide the group into any number of equal chains (a line of people in which each person grips the wrist – or waist if divided boys vs girls – of the one in front of them). The last person in the chain has a tail (a tie) dangling behind them. The object is for the first person in the chain to snatch the tail from another line. The fun is to maneuver to get someone else's tail while trying to keep your own.

95. Tails! You're It!

- Supplies: a quarter
- Where? Open Area
- Time? 5-10 minutes

Gather everyone in the front of the sanctuary. Take a coin and tell everyone to declare heads or tails affiliation by placing one hand either on his or her head or on his or her behind. Flip the coin. If the coin comes up heads, heads are "It." All the heads then charge about, trying to tag all the tails.

Have all the players maintain their hand positions while running. Then, if a tail is tagged, s/he indicates a tagged status by putting both hands on their posterior and standing with legs well spread. Uncaught tails can free tagged tails by crawling through the tagged players' legs and yelling "Tails Free!"

If a coin comes up tails, tails are "It." When a head is tagged, s/he indicated a tagged status by putting both hands on top of his/her head and freezes with legs spread apart. Uncaught heads can free their frozen teammates by crawling through their legs and yelling, "Heads Free!"

96. Tape Head

- Supplies: hats, tape
- Where? Anywhere
- Time? However long you want it to be!

Divide the group into two teams or more. Each team designates a runner who stands up front in their section, wearing a sticky hat. Yell out a demand for a common item that people might have on them. The team finds that item and sticks it on their runner's head. The first runner who makes it up to the emcee with the item stuck to their head wins that round. Make sure there is lots of tape on the hats and the teams must leave the items stuck on the hat until the end of the game.

Possible call items: shoelace, student ID, piece of chewed gum, three shoelaces tied together, a belt, baby picture, driver's license, \$20 bill, penny, \$3.48, a self-plucked red hair, a handwritten note, etc.

97. Tee Pee Unroll

- Supplies: one roll of toilet paper per team, stopwatch
- Where? Anywhere
- Time? Only a Few Minutes

Divide group into teams. Have teams line up in a single-file line. Give the first person on each team a roll of toilet paper. They race to unroll it, but for every break, they get 10 seconds added to their score. It must be passed unrolling down the row and back until it is all unrolled – first team to finish wins!

* Variations: Try “Over-Under” while unrolling it. Give them straws and tell them they can’t touch it with their hands. Tell them they have to roll it on the ground with their feet and it needs to circle their team, but they can’t use their hands.

98. Todo El Mundo Tag

- Supplies: none
- Where? Outside, Open area
- Time? Only a few minutes

Everyone spreads out and on “Go!” tags everyone that they can. When a person is tagged, they are to sit down where they were tagged. If two people tag each other at the same time, they are both out. The last person standing wins!

99. Toe Fencing

- Supplies: none
- Where? Anywhere
- Time: Only a few minutes

Here’s a wild game, and if it’s set to music, it looks like a new kind of dance. All the players pair off, lock hands, and try to tap the top of one of their partner’s feet with their own feet. In other words, one player tries to stomp on the other player’s foot while their hands are clasped (tapping sounds a bit more humane). Of course, since players are also trying to avoid having their feet stepped on, they are all hopping around the floor in a frantic dance.

When a player has had their foot tapped three times, s/he is out of the game, and the winning partner challenges another winner. The game continues until only one person is left (or until the music runs out.)

100. Triangle Tag

- Supplies: none
- Where? Outside, Open area
- Time? Only a few minutes

Groups of three hold hands. Anyone left is IT. The tallest person in the group is the taggable. The triangle runs and spins to keep that person from being tagged. Once

their tagged, they give up their spot to the IT and become the new IT. Obviously, there will now be a new taggable person.

101. Tug Of War Times Two

- Supplies: Tug of War rope
- Where? Large room, open area, outside
- Time? Only a few minutes

By tying two ropes in the middle, so you have four ends of equal length, you can have a tug of war with four teams instead of two. Draw a circle on the ground so that each team is outside the circle when the war begins. When one team is pulled across the circle line, it is eliminated from the game, leaving the other three teams to tug against each other. Then those three play until another is eliminated, and finally two teams play to determine the winner. Each time, the tug of war is conducted across the circle.

102. Wacky Olympics

- Supplies: Stuffed animal, plastic sled, fins, snorkel mask, life jacket, paper fish cutouts, shoes, two small plastic horses, scooter, felt circles, Velcro balls, ping pong balls, backpacks (with various camping gear), hiking boots, big flannel shirt, binoculars, twigs & rocks, Styrofoam balls, pickle slices, toothpicks, sponges, buckets of water, mittens, bags of candy, large boxes, obstacle course material
- Where? Open area, several rooms
- Time? 10+ minutes

Dog Sled Race: This is a race against the clock. Several children on the team act as obstacles for the dog in the sled, which is to be pulled under, through, round, over, etc. by the other team members. Ideas for obstacles include: Trees, bridge, hills, series of bumps, tunnel, etc. Points for time.

Snorkeling: This is a relay where children begin race by putting on fins, a snorkel mask and a life jacket and then proceed to designated spots to corral fish and/or other sea creatures into one area. Once completed the child returns to the line, removes items and next child goes. Points for time.

Horseshoes: Relay game where the entire floor's area is covered with odd shoes. Two small plastic horses are hidden in two of the many shoes. Children wear huge shoes and go out and look in two shoes each. When both horses are found the team gets points for time.

Wallyball: Relay using a "wall" of felt circles and Velcro balls. Children will take turns riding a scooter to the designated line and throwing 2 balls at the circles, which are marked with various values. Relay time + team score for points.

Windsurfing: Relay using a pool table. Children must take turns blowing a ping pong ball from point A to point B and back. Points for time.

Backpacking: Relay where children begin their journey by packing a backpack with various items and putting on over-sized hiking boots, a big flannel shirt and binoculars around their necks. They will then proceed to run to the campsite and pretend to build a fire. Building will entail picking up rocks and twigs from around the area site and arranging it in such a manner that it would resemble the typically depicted campsite fire.

Children return to the line, removes items from bag and from body for next child to use, while campsite fire is being demolished.

Pickleball: Relay where children go through the line twice or more. Each child will take a turn running to a table where there is a jar of pickle slices and a Styrofoam ball. A pickle slice must be removed from the jar and tooth-picked onto the Styrofoam ball. Once the ball is entirely covered, the slices must be removed and returned to the jar. Points for time.

Racquetball: This game requires a willing adult individual to be used as a target. The children will each take a turn throwing a wet sponge ball at the adult. Each time a child hits the adult with the sponge ball, the team together yells at the top of their lungs, thus making a racket. Points for hits.

Badminton: A relay where children take turns wearing a pair of mittens and then must open a zip-lock baggie, remove candy item, unwrap and eat. Points for time.

Boxing: Relay where each child (or partners) wears a box around his/her waist and goes through an obstacle course using various items. Points for time.

103. What's Up, Banana?

- Supplies: three bottles of 7-Up, 3 bananas
- Where? Anywhere with 3 trash buckets
- Time? Only a few minutes

This was inspired by a couple of our high school students. Pull three students who race to see who can peel and eat a banana, then drink a bottle of 7-Up the fastest.

104. World Water Bucket Championships

- Supplies: Buckets, water
- Where? Outside
- Time: 5-10 minutes

Pairs of buckets of water are placed 20 feet apart. The players on each team have to transfer the water from one bucket, by cupping their hands and passing the water to each other down the line, trying to pour the water into an empty bucket at the end of the line. The amounts of water transferred are measured and the winners are announced.

105. Wrap a Kid!

- Supplies: Rolls of wrapping paper, scissors, tape, bows
- Where? Anywhere
- Time: 5-10 minutes

Choose two kids from the group and have them pick three friends to help. Give each of them a roll of wrapping paper, scissors, tape and a bow. Have them race to be the first to completely wrap their friend.