

Games and Activities

Giant Games

Use these giant versions of classic games for icebreakers, fun, or talk illustrations. Available to borrow from the resources centre at Church House, 4th Floor, 90 Deansgate.

Snakes and ladders



Connect four



Jenga



Pick up sticks



Throw and tell icebreaker ball

The Throw & Tell Ice-Breakers Ball includes 52 questions, some serious, some wacky, some funny, some deep, some intimate, but all intriguing. Answer whichever question lands under your left thumb.



Ice breakers

Barnyard

A good game to divide into teams for the day/evening. Have pre-made cards for more than enough kids. Come up with as many animals as you want teams (If you want four teams, have four animals). If you predict 35 kids that night make forty cards, four groups of ten. Each group of ten cards will have a particular animal written on it (so you will have 10 chicken cards, 10 cow cards, 10 donkey cards and 10 pig cards). Hand out cards randomly to the kids and tell them to not tell anyone their animal. When you give the signal, have them make the sound of their animal as loud as possible until they find their entire group. First group to totally find each other wins.

This is also a great way to split your group up into teams for more games!

The Artist Game

Give everyone a piece of paper and a pencil. In 5 minutes they must draw a picture that conveys who they are without writing any words or numbers. At the end of 5 minutes the host collects the pictures. Show the pictures to the group one at a time and have them try to guess who drew it. After this, allow each of the artists to introduce themselves and explain how their work clearly conveys who they are.

The Pocket/Purse Game

Everyone selects one (optionally two) items from their pocket or purse that has some personal significance to them. They introduce themselves and do a show and tell for the selected item and why it is important to them.

The Shoe Game

On entering, everyone must take off one shoe and leave it in a pile at the door. They keep the other shoe on. After everyone is in, the host will distribute the shoes to people not wearing the same shoe. When instructed, everyone must find the mix and find the person who belongs to the shoe and get some info about them. They then introduce their new friend to the group.

Straw & Paperclip Game

Give each group a box of straws (not flexible straws) and a box of paperclips. Check that the paperclips can fit snugly into the end of the straws. Give each group a task (you can use the same one for each group if you want) and let them go. Sample tasks: Build the structure as a group -tallest, strongest, longest, most creative, most functional, etc. Debriefing included describing teamwork and situational leadership skills used as well as how different models are needed to accomplish different tasks.

Someone who...

Great for large or small groups. Give out the "Find Someone Who" list to students and have them go looking for someone in the group who meets the descriptions on their list.

Example: Find someone who is wearing blue pants. The student who fits this description signs their name. Students then go off to find someone else that meets another description on their list. The winner is the one who has their sheet filled out first and most accurately. You should read aloud the list with the person's name who signed it. Have the student who signed the list verify the information.

SAMPLE "FIND SOMEONE WHO" LIST:

- Find someone who has a birthday in April and have him/her sign their initials here.

- Find someone who has been to London and leapfrog over him/her. Then have the person initial here. _____
- Get three leaders to sign the back of this sheet.
- Find someone who has a birthday this month and sing "Happy Birthday" to them Have the person initial here. _____
- Find someone to listen to you say "toy boat" ten times quickly. Then have them initial here. _____
- Get three other people to link arms with you and do the cancan. Have each person initial here. _____
- Give someone your ugliest face and have them initial here. _____
- With two other people, face the front of the room, put your hand over your heart, and sing the national anthem in unison. Initial each other's papers. _____
- Have someone tell you about the best Christmas gift they ever received. Then have them initial here. _____
- Get a hair over 5 inches long from someone else's head. Let them pull it out. Have the person initial here. _____
- Give the oldest and youngest people in the room a high five and have them initial here. _____

- Find someone who has blue eyes and have them initial here. _____
- Find someone who is left-handed and have them initial here. _____

Give yourself a hand!

Items Needed: Paper
Markers or Ink pens
Safety Pins

You can either pre-make paper hands or have each participant trace their own hand on paper and pin it on their back. Then the whole group walks around and writes a one word POSITIVE description of the person whose back they are writing on. (eg. Nice, Pretty, Fun, Exciting, Loving, Kindhearted, etc.)

Allow enough time, depending on group size, for everyone to circulate. Then have students come up front and read what everyone said about them.

Jelly Bean Trade

Everyone is handed 10 jelly beans. They are to try to get 10 of one colour by trading with other people one at a time. First person to get all ten of their beans in one colour wins.

Guess who?

Have each person secretly write on a post-it note the name of a famous person. Keeping the name hidden, stick the post-it to another's forehead. Each person takes turns to ask the group questions to figure out whom the unknown person is. The catch is that only yes or no answers can be asked e.g. am I dead? am I female?

If the answer is no your turn is over. If the answer is yes, you can ask another question. Keep going until you get a no or make a guess at whom you are. If you guess right, you win or if you guess wrong your turn is over. Keep going until everyone has guessed or if time is tight, maybe stop after a few right answers.

Crocodile Race

Form teams of 4 - 10 players. Each team stands in a straight line. One person is the leader and all of the others on the team need to put their hands on the shoulders of the person in front of them. Then the team should crouch down, forming the crocodile. Races can be out to a point and back or whatever adventurous, but safe, idea you can come up with.

Books

Red hot icebreakers



Available in
the
resources
centre

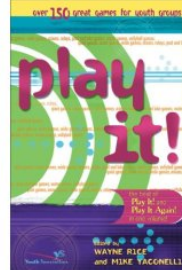
Over 300 Games for All Occasions



Not available in resources centre

Play It!

Over 150 Great Games for Youth Groups



Not available in resources centre

Ebook from Insight:

http://insight.typepad.co.uk/40_icebreakers_for_small_groups.pdf



Available online

Media based games

Dance Praise

Authentic Software

Dance mat game with over 50 songs from top Christian artists including tobyMac, ZOEgirl and Steven Curtis Chapman, all with lyrics displayed on screen. As well as regular dance mode, Dance Praise also offers Arcade Mode for extra challenges and Exercise mode for a great workout! Now available: Dance Praise expansion packs in Hip Hop, Pop & Rock and Modern Worship versions.

Powerpoint games

This website offers a huge variety of PowerPoint games that you can play with your group right from your computer www.pointmangames.com

Projected Games are new innovative computer games, designed for projection onto a large screen. Any number of people can then get involved by playing and interacting within teams against each other. Visit <http://projectedgames.com/games/index.php>

Free naughts and crosses games available in a standard version as well as a girls v boys version. Visit <http://www.max7.org/tags.aspx?tag=52&cat=2>

For more games visit www.ministrypower.com
