

Top 10 Youth work Games

1. Four Corners

This game is used to create discussion with young people.

Place four signs in four corners of the room, 1 in each corner with a statement on it reading:

- agree
- disagree
- strongly agree
- strongly disagree

Your young people stand in the middle of the room, then you read several statements out regarding any issue, moral dilemmas, biblical questions, funny anecdotes, etc.

2. Musical Prayers

This game is very similar to musical chairs (if you hadn't already guessed that). Line up a row of chairs, back to back (depending on numbers). Place a piece of paper with a topic for prayer, on every seat. For example, you could have "Persecution in China", "Earthquake in Haiti", "Local Church", "friends", etc. Or get the young people to come up with their own topics.

When the music starts, people walk around (or dance) until the music stops. When this happens, everyone must find a seat with a prayer point and pray for a couple of minutes. The idea (the fun part) is that each young person must try and pray for something different each time and not get the same seat as before. This will get harder with each round.

3. Bible Treasure Hunt

Use a concordance to locate verses in the Bible that describe various locations in and around your church. Look for words such as entrance, table, fountain (for drinking fountain), curtain, altar, trees, and so on. Write out the Bible references on separate slips of paper. Place each slip of paper in an envelope and hide all but one of the envelopes at the various locations, making sure you don't put the verse with the actual location.

If you have a large group, have kids form teams and use two, three, or four coloured envelopes at each location (depending on the number of teams). Teams will read the clue in their own coloured envelope (blue team reads blue envelope, etc)

Hand kids a Bible and the envelope you didn't hide. Have them read the reference aloud and begin to search, as teams, for the next envelope clue. The Bible reference in each envelope will lead the players to where the next clue is hidden. At the last location have a cooler full of cold soft drinks waiting as a treasure, or a prize!

4. Dodgeball

The group is split into two different teams. They then stand on opposite sides of a dividing line in the centre of the gym/hall. There are two or three balls thrown in the centre of the gym. The object is to get a ball and throw it at your opposing teammates without crossing the line. If you hit them below the waist then they are out of the game and must sit on the sidelines. If the ball is caught in the air without hitting anything else, then the thrower is out of the game. The object is to eliminate the entire team. Option: Instead of being out for the game, the player may switch sides and play for the other team. Use soft balls!

5. The Human Knot

This game is versatile in that multiple group sizes can play. Form groups of about 10 people each. Have each group standing, facing towards each other, in a circle. Each person should be standing shoulder to shoulder. First, instruct everyone to lift their left hand and reach across to take the hand of someone standing across the circle. Next, have everyone lift their right and reach across to take the hand of another person standing across the circle. Make sure that no one is holding hands with someone standing directly beside the person. Then...it's time to untangle! Either play competitively against another small group, or just have a go together!

6. Water Trust Game

You'll need 2 or 3 pairs of young people to demonstrate this from the front. Each pair is given a plastic cup. The first person will stand behind the other and put their arms through the arms of the other. The idea is that the second person has to drink a pint of water as fast as possible without using their hands, but trusting in their partner to do it for them. This is always a fun one to play, for the people watching too. Prize for the winner!

7. The Wrong Shoe

This is a fun game for everyone to play. All the young people take their shoes off and put them in a large pile in the middle of the room. Then everyone walks to the corners of the room and awaits the start. One of the leaders will shout "GO!" and the young people will charge and have to get their shoes back on as fast as they can. Little prizes for the top 3?

8. Who are you?

Each young person will have a sticker placed on their forehead with the name of a famous person. They then must go around the room and ask a series of yes-or-no questions to try and work out which famous person they are.

9. Britain's Not Got Talent

Are you not just a little bit fed up of the continual Talent Shows on TV? Well, here is your chance to encourage your young people to set up and deliver something VERY different! The object of this game is to put on the worst performance possible and the

worst one wins! Of course, the winners win a rubbish prize. This game can be very fun.

10. Future Consequences

This is based on the game “Consequences” where you write down the answer to one question, fold the paper over and pass it on. There is a selection of questions for you to choose from. Use as many or as few as you like (minimum of 10 is best), but always have the same last 2 questions, which are in bold. Sheets of paper will go around the group and each young person will read out “their life” at the end of the game.

Where will you live?

Which political party will you be voting for?

Will your hairstyle be the same?

Will you be renting or will you have bought a house?

Will you be married?

Will you have children and if yes, what will their names be?

How many times will you go on holiday a year?

How many times will you go to the dentist a year?

Which country will you have visited that you haven't visited already?

What will be your favourite food?

What will be your favourite music?

Which supermarket will you be shopping at?

What car will you be driving?

Who will be your hero?

What will be your hobby/hobbies?

Will you have the same friends you have now?

Will you be happy?

At the end of the game you might want to ask the group:

How does it feel to hear your future?

How does it feel to hear a future that isn't quite how you had planned it?

Does it feel strange having your future in someone else's hands?

How does God fit into your present and your future?