**Games**

**Pre-K through Kindergarten**

[**Mother May I?**](http://www.group-games.com/action-games/mother-may-i.html)

Summary: Mother May I is a classic kids’ game in which kids request to take a certain number and type of steps (baby, normal, giant, etc.) towards the “mother”.  Kids must remember to as “Mother May I?” The first to touch the mother wins and becomes the new mother.

Ages: Younger kids. Recommended number of people: Less than 10. Messiness factor: Might break a little sweat. Materials required: None. Recommended setting: Outdoors.

# [Seven-Up](http://www.group-games.com/stationary-games/seven-up.html)

Summary: A kids’ game in which seven people secretly select seven other kids by pushing their thumbs down at “night”, followed by those kids guessing which of the seven chose them.

Ages: 6-12.  Recommended # of People: 20+. Messiness Factor: No Sweat. Materials Required: None.

# [Simon Says](http://www.group-games.com/ice-breakers/simon-says.html)

Summary: A classic kids’ icebreaker/stationary game in which the leader, Simon, instructs people to do various actions. The goal is to only do something when Simon says so, and to do nothing when he doesn’t.

Ages: All ages. Recommended number of people: Any size group, including large groups. Messiness factor: No sweat. Materials required: Nothing. Recommended setting: Indoors.

**Four Corners**

One person is "it" and closes their eyes. The rest of the class goes to one of the 4 corners (or 4 designated spots) of the room. "It" calls a number and children in that corner sit down. If they don't sit down, they are 'out'. Continue until there are 6 or 8 left, then you tell them there must be only 2 in each corner or when 4 left - one in each corner. The last person left - gets to be "it".

**Blob**

The Blob begins innocently enough as a mere individual playing a game of tag.  As soon as she catches someone, she joins hands with him.  Now he's part of the Blob, too, and they both set out hand-in-hand in search of victims.  Everyone the Blob catches (only the outside hand on either end of the Blob can snatch at players) joins hands with it and becomes part of the lengthening protoplasmic chain.  And thus the insidious Blob keeps growing.
Unlike your run-of-the-mill mad scientist created Blobs, this one is not content merely to ooze along, seeking its prey.  It gallops around the field, cornering stray runners and forcing them to join up.  (You'll have to agree on boundaries for this game; some people will go to any lengths to avoid meeting with an untimely end at the hands of the primordial slime).
Moreover, the Blob can split itself into parts and, with its superior communal intelligence, organize raiding parties on the lone few who have managed to escape.  The thrilling climax occurs when there's only one player left to put up a heroic last-ditch stand on behalf of humanity.  But alas, there is no defense against the Blob, and humanity succumbs.  (If that seems unfair, well, that's the plot.)

**Elementary School**

# [Sardines Game](http://www.group-games.com/action-games/sardines.html)

Summary: Sardines is like reverse hide-and-seek; one person hides, and the rest of the players look for the one hidden person. When someone finds the hidden person, they quietly join them in hiding — after a while, the group begins to look like sardines!

Ages: 10 and up. Recommended # of People: 15-30. Messiness Factor: No Sweat.  Materials: None. Recommended Setting: Indoors with ample space, but not open space.

**Steal the Bacon**

The object of Steal the Bacon is take the "bacon" back to your own side without being caught.

In this game, two teams are chosen, and one umpire is selected. One object is required to the bacon. (a glove is a common choice)

The members of each team are numbered. They form two opposing lines and place the bacon in the exact center between them.

The umpire then calls out a number. The players on each side who are assigned that number are the players for that round. No other team members leave their side of the field.

Neither player may touch the other until someone touches the bacon. Once a player touches the bacon however, the other player may tag him/her.

If a player is able to grab the bacon and carry it back over to his/her own side, that team scores a point. (VARIATION: in some games, points are scored by carrying it to the other teams side or either team's side)

If a player is tagged after touching the bacon and before he/she returns their own side, the team that tagged him/her scores a point.

Note that the sequence of play usually involves the two kids running out and hovering over the bacon, waiting for a slight advantage to grab it and run back before the other player can react.

The game is over when a predetermined number of points are scored, or when all numbers have been called.

VARIATION: The umpire can call more than one number, in which case several players from each side participate. In some games, players may tag any player on the opposing team, in others, a player may only tag the player on the other team that they share a number with.

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| Caterpillar Race |

Form teams of equal size, with five to seven players on each team (3 also works). Have kids think up one-syllable names for their teams. Then line teams up next to each other behind a starting line.

Instruct team members to place hands on the shoulders of the team members in front of them and race to a finish line according to the following rules of movement: The first person in line may hop one step forward. Continue down the line until the last person in line hops one step forward. After the last person hops, he or she must shout the team name. Then the whole team may hop one step forward at the same time. Repeat this process to move the caterpillar along. Players must keep their hands on the shoulders of the team members in front of them at all times during the race. Players may move forward only by hopping one step forward with both feet at once. If a team member breaks any of the above rules, it must return to the starting line and begin again.

**Inchworm**

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| Required:: Paper cups and sand or waterPlayers: Small to large groups |  |
| This can be played as teams or individually. Mark off a starting point and finish line. Players are to lie belly down, with cup filled with sand placed on their back, crawl like an inchworm to finish line. If cup falls off and spills they are to start over. The first team done is the winner. |

**Blindfold Kickball**

This is a great teambuilding game.  Start with two teams.  On each team blindhold half of them and the other half are the eyes that lead the blindfold team member through the game.  The other team also has half of them blindfolded and the other half being the eyes.  Play kick ball as usual but with the bases in closer together, so the blindfolded people don't have to run to far.  Play a couple of innings and then switch the blindfolded people with the eyes so everyone gets a chance to do both sides.  It's a lot of fun and very funny to watch.

**Junior High/High School**

## [Two Truths and a Lie](http://www.group-games.com/ice-breakers/two-truths-and-a-lie.html)

Summary: A classic get-to-know-you icebreaker in which each person says two truths and one lie. The goal is to figure out which statement is the lie.

Ages: All. Recommended # of people: 6-10. Messiness factor: No Sweat. Materials Required: None. Recommended Setting: Indoors.

## [Reaction Game](http://www.group-games.com/stationary-games/reaction-game.html)

Summary: A funny icebreaker/stationary acting game in which a person randomly chooses an event (e.g. winning the lottery or being surprised by an wedding proposal) and must act out his or her reaction to this event.  Based on this reaction, team members try to guess what the event was.

Ages: All.  Recommended # of People: Groups or teams of 6-12 people.  Messiness Factor: Might break a small sweat. Materials Required: Sheets of paper, pens, a container to hold the paper.  Recommended Setting: Indoors.

**The Knot Game**

Summary: A good icebreaker or teambuilding activity for new people to learn to work together – in close physical proximity! The goal is to figure out how to untangle the human knot without letting go of hands.

Ages: 12 and up. Recommended number of people: 7-200 (group sizes of 10 are ideal). Messiness factor: Might break a sweat – (close proximity – hope you’re not claustrophobic!). Materials required: None. Recommended setting: Both indoors or outdoors.

# [Never Have I Ever](http://www.group-games.com/ice-breakers/never-have-i-ever.html)

Summary: An icebreaker where players sit in a circle and take turns saying interesting things they have never done. Each player starts with ten fingers. Each time someone says something that you’ve done, you drop a finger. The goal is to be the last player remaining.

Ages: 8 and up. Recommended # of people: 10-20. Messiness Factor: No Sweat. Materials Required: None. Recommended Setting: Indoors.

**Bigger or Better**

Have the youth group divide into teams, with four to six on a team.  Give each team a rubber band.  Have the teams, in a two hour period, go out into the community and ask for something bigger or better than the object you have with you.  It does not necessarily have to be something of great value, just BIGGER OR BETTER! After the time is up have the groups meet back at the church to name the winners.  You'll be amazed how the community will give to a youth group and what you returned with from just a rubber band.

**Sources:**

[www.group-games.com](http://www.group-games.com)

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[www.jubed.com](http://www.jubed.com)

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