



**28 Just for Fun Youth Group Games**  
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<b>BATTLE BALL WITH A TWIST</b>	<b>page 2</b>
<b>BLACK LIGHT HOCKEY</b>	<b>page 3</b>
<b>DASH</b>	<b>page 6</b>
<b>DIVE IN</b>	<b>page 7</b>
<b>DONKEY DODGEBALL</b>	<b>page 8</b>
<b>DOUBLE TROUBLE</b>	<b>page 9</b>
<b>EXTREME ELIMINATION</b>	<b>page 10</b>
<b>FAKE OUT</b>	<b>page 11</b>
<b>GOTCHA</b>	<b>page 13</b>
<b>HOCKEY ENCOUNTER</b>	<b>page 15</b>
<b>HOT POTATO TAG</b>	<b>page 17</b>
<b>HUDDLE UP</b>	<b>page 18</b>
<b>MARSHMALLOW DROP</b>	<b>page 19</b>
<b>THE NOODLE GAME</b>	<b>page 20</b>
<b>PILLOW FIGHT</b>	<b>page 22</b>
<b>SHUFFLE YOUR BUNS</b>	<b>page 23</b>
<b>SILLY STRING ELIMINATION</b>	<b>page 24</b>
<b>SILLY STRING WAR</b>	<b>page 25</b>
<b>SLIME DODGEBALL</b>	<b>page 26</b>
<b>STUFF IT</b>	<b>page 28</b>
<b>TOILET PAPER CHAOS</b>	<b>page 29</b>
<b>TOILET PAPER SLAM</b>	<b>page 31</b>
<b>TOTAL ELIMINATION</b>	<b>page 32</b>
<b>THE TOWER COMPETITION</b>	<b>page 33</b>
<b>TUBE DUEL</b>	<b>page 35</b>
<b>TUNNEL VISION</b>	<b>page 36</b>
<b>ULTIMATE DODGEBALL</b>	<b>page 37</b>
<b>WHIPPED</b>	<b>page 38</b>

## **BATTLE BALL WITH A TWIST**

Take note of the unique variations of this game to put a new spin on an old classic game.

**Supplies:** You need one playground ball (or Nerf ball) per 5-6 students and lots of orange cones.

**How to play:** Put orange cones in a line splitting the room or playing area in half.

Split students into two separate groups and have each team go to opposing sides of the room.

Line up the balls evenly with the orange cones.

On GO, students run to the balls and throw them at players on the other team.

If a player gets hit, he is out.

If a player catches a ball thrown to him, the player who threw it is out.

Continue playing till one team is completely eliminated.

**Variations** - Instead of balls use:

- Stockings filled with shaving cream (make sure to tie a knot in the stocking).
- Stockings filled with flour.
- Water balloons.
- Balloons filled with chocolate syrup.
- Paper bags filled with water. In order to set this up you will need lots of big containers of water and lots of brown paper bags set up around the perimeter of the playing area. Teens take a paper bag, open it, and fill it with water, and twist the top sealing it. You have about 3-5 seconds to throw it at opposing players. It has the same effect of a water balloon but a lot less prep time for each bomb.

## **BLACK LIGHT HOCKEY**

**Supplies:** Enough florescent black lights to light up a room at night, one plastic hockey stick per player, tape, swimming noodles, glow-in-the-dark necklaces, wax paper and a few white softballs.

**Set-Up:** The “cool factor” of the game is due to the black lights.

Purchase florescent black lights to replace standard florescent bulbs.

Google “florescent black light” to find a retailer.

The typical florescent fixture has four bulbs.

In order to keep costs down, I recommend putting only one black light bulb per four standard ones.

If you don't have florescent lighting, then chances are black lights are sold of the type of lighting you do have.

Block any outside light from coming inside the room (best played at night).

Purchase plastic hockey sticks.

Cut swimming noodles in half and tape the noodle to the bottom of each hockey stick.

That way, when players miss the ball accidentally hitting others, the impact is minimal.

If you don't have a budget for plastic hockey sticks, then substitute swimming noodles.

Each player is given a glow in the dark necklace for fun and safety reasons (players can see one another).

Each player is also given two square sheets of wax paper.

The wax paper is used to stand on by players, who slide across the room keeping their feet on the wax paper.

The wax paper allows players the feeling of being on ice.

Works great on carpet (and might on tile floors too).

Set two rules about the wax paper.

First, feet stay on the wax paper at all times.  
No running or walking without it.

Second, wax paper cannot be tucked in socks because doing so minimizes the slide effect.

Have a volunteer hand out extra wax paper during and in between rounds.

Players will need an ample supply.

Use white dodge balls that are soft on the inside (avoid heavy playground balls).

Why white? It glows under a black light.

Why soft? No ball injuries.

Purchase blow up hockey goals at Target, Wal-Mart or other retailer.

You can substitute two orange cones if needed.

Simply wrap them with white paper so they stand out.

**How to play:** Designate one goalie per team.

He guards the goal without a hockey stick and can use any part of his body to block a shot.

No other players can stay within a few feet of their goal attempting to block shots.

The more balls you throw in there, the better.

One ball per 6-8 players is recommended.

Have each team line up on their side of the playing area and throw the balls in the middle.

On GO, players attempt to hit a ball into their goal.

Allow players to play nonstop.

When a ball goes in a goal, throw it back in the middle.

Have a leader stationed at each goal to count points.

Play five minute rounds.

After each round tally up points announcing each team's current status. Also, refill wax paper in between rounds.

A game consists of four rounds.

Award the winning team some sort of cool prize.

If you have time to play again, change up the teams.

**Game Tips:**

The goal is controlled chaos.

The game will get crazy, but that's what makes it fun.

Just make sure it is not out of control.

Have plenty of leaders to enforce the rules and stop the game if things get out of hand.

For fun, supply lots of yellow highlighter markers so players can draw on their face, arms and hands beforehand.

It creates a really cool glowing effect when under a black light.

## **DASH**

“Dash” is a version of musical chairs.

Instead of placing chairs in a nice neat circle expand the playing surface.

Create a large border that the students must walk along during the music.

Have the chairs randomly placed everywhere inside the border.

When the music stops the fun begins in a mad dash for the open chairs.

Have several less chairs than teens so that the game goes faster and kids who are out aren't waiting long before they are back in.

Obviously, the students who don't find a chair are out for a little bit.

To spice up the game, turn off the lights.

You could turn the light on when the music turns off or you could just keep them off.

It is a blast either way!

## **DIVE IN**

Dive In is an awesome summer activity – ideal for a swim party, retreat, or camp.

Don't let the game's simplicity fool you - Students will love it.

**Supplies:** Lots of marshmallows, four buckets, and a pool or lake.

**How to play:** Throw lots of marshmallows in a pool or lake.

Divide students into four equal smaller teams.

If you have a large group, consider dividing into more than four groups.

Spread the four buckets around the pool or lake on dry land with each one belonging to a specific team.

The goal is for each group to collectively gather the most marshmallows.

On GO, teens jump in the pool or lake grabbing as many marshmallows as possible, placing them in their team's bucket.

Put in enough marshmallows so each student will have to take multiple trips to the bucket.

Allow players to continue until all marshmallows are gone.

### **Tips:**

- Get permission from the camp director or pool owner before playing.
- No need to worry, marshmallows are harmless and won't mess up the pool or lake.
- The more students you have, the more marshmallows you should have on hand.
- Keep a few extra bags of marshmallows handy in case you run out too soon.
- The longer the game goes on, the soggier the marshmallows get and the more fun the game becomes.
- Have a few leaders guard the buckets in case some students get the idea to steal from other team's buckets.
- Purchase the big marshmallows, not the smaller ones.
- When throwing the marshmallows, spread them out as much as possible.
- If you are at a lake (especially at a camp facility), teens will most likely be required to put life jackets on. Even if it is not required, it is a good idea to have them on players if available.

The first time we tried it, players were instructed to place the marshmallows in canoes rather than buckets.

Within minutes, the canoes sank. Not a good idea!

## **DONKEY DODGEBALL**

**Supplies:** One playground ball for every 15-20 players is needed. If you have more than 20 players, simply add one more ball for every 15-20 that you have.

**How to play:** Have students get in a circle and ask for three volunteers to stand in the middle.

They will make up the “donkey.”

Tell the volunteers to get in a single file line holding the shirt of the player in front of him.

The front person (the “head”) can only use his hands or head and the middle person (the “body”) can only use his legs or head to block the ball from hitting the volunteer in the back (the “tail”).

Everyone else in the circle throws the ball at the last volunteer.

Players in circle stay stationary, but as the ball comes to them they can catch it and throw it at the “tail” of the donkey.

If hit, the player who hit the “tail” becomes the “body”, the “body” becomes “the tail”, and the “tail” goes back to the circle.

Players continue to throw the ball at the “tail” of the donkey.

Keep playing until students get tired of it or you’re ready to stop the game.



## **DOUBLE TROUBLE**

**Supplies:** 1 Nerf ball (or other soft ball) for every two students, and masking tape (or orange cones) to mark playing area.

**The Game:** Mark a line using masking tape (or orange cones), dividing playing area in half.

Students find a partner and lock arms together.

Each team of two is given a Nerf ball (or other soft ball).

Players stay on their side of the playing area only.

On GO, students throw their balls at the opposing team.

If players unlock arms during the game for any reason they are both out.

If anyone is hit by a ball from the opposing team, both “hit” players are out.

If a ball is caught by a student, both of the “throwing” players are out.

Whichever team eliminates everyone from the opposing team first wins.

### **Tips:**

- Warn students to aim for the body and not the head.

### **Variation:**

- Play with water balloons instead of Nerf balls.
- Eliminate a dividing line and let players run freely. They have to be at least 6 feet away when throwing a ball. At this point the game no longer is a team competition.
- Instead of partners locking arms, have one player get on the back of the other. It would be a good idea to have smaller teens team up with bigger teens.

## **EXTREME ELIMINATION**

**Supplies:** 1 swimming noodle and one foam or Nerf ball for every 4-5 players.

**The Game:** Break up students into groups of 4-5 teens.

Have each group get in a single file line grabbing the shirt of the person in front of them.

The first person of each line gets a swimming noodle and the last person gets the foam ball.

The idea is to eliminate the last player of any opposing team.

The last player is eliminated if hit by a swinging noodle held by the front person of another team or if hit by a ball thrown by the last person of another team.

Once hit, the player is out and hands the ball to the person in front of him/her who is now the back player of the team.

Once a team has only one person left he/she can attack with both the ball and noodle.

The idea is to eliminate everyone from all the opposing team.

Whoever is the last standing team wins.

### **Tips:**

- Tell teens that once a back player is eliminated, you have to give the next back player three seconds before you can hit him/her.
- This is a really high-energy game. Even for those who are eliminated. So, make sure to have a designated area to put those who are eliminated and tell them to sit down. Make sure to enforce it too.

## **FAKE OUT**

Fake Out is one of those classic games that you may or may not know about.

Use it as an ice-breaker or to teach students about Temptation.

**How to play:** Students break up into small groups of 10-12.

Each team receives a ball.

Players stand up in a circle with one person standing up in the middle holding the ball.

Everyone else in the circle keeps their arms straight beside their own body.

The player in the middle will either throw the ball or fake throwing it to each player.

If the ball is not caught when thrown to, the player who should have caught it is out.

If the ball is not thrown and faked like a throw, the player who was faked at is out.

Continue playing until one person is left in each group.

**Optional:** Stay in small groups and discuss the following:

Have you ever played Fake Out?

Did you like the game? Why or why not?

What made it difficult?

If in a large group setting, allow students to stay in small groups and one upfront leaders says the script in their own words:

Believe it or not, Fake Out can teach us something about Temptation.

We often think that it is easy to know the difference between right and wrong.

But the truth is that sin is not always easily detected.

We often can twist the truth and make ourselves that what we are considering isn't a sin.

Let's take a look at a familiar passage from the Bible so you understand what I mean.

**Read Genesis 3:1-8** out loud or paraphrase in your own words.

Eve was FAKED OUT by the serpent.

She was led to believe a lie and even convinced herself that God was holding out on her.

Eve thought for a moment that she would be like God if she ate the fruit.

She chose to believe a lie.

You and I can fall into the same trap if we're not careful.

Don't let the temptation of sin FAKE you OUT.

In FAKE OUT, you got to stay in if you didn't get FAKED OUT.

In life, when we get FAKED OUT and fall into sin, it will disconnect us from God.

You'll miss out on enjoying His friendship.

You'll miss out on God's best for your life.

So, next time something you think is wrong looks tempting STOP and ask God's help to resist it.

When you call on Him, the Holy Spirit living inside you will guide you and give you the power to resist any temptation that comes your way!

**Discuss the following in small groups:** How would you define the word temptation?

Is temptation a sin? Why or why not?

What temptations do other preteens your age face often? Explain.

What temptations do you face often? Explain.

What advice would you give a friend who faces a temptation?

## **GOTCHA**

**Supplies:** You'll need lots of cheap cans of shaving cream and woman's stockings.

**Set Up:** Purchase the leg stockings and cut out one of the legs.

Put 8-12 oz. of shaving cream at the bottom of each stocking and tie a knot keeping the shaving cream from coming out.

Plan to have three stockings in play for every 20-25 players at all times.

So, that means you'll need to make lots of extras beforehand because they don't last very long.

**How to play:** Pick three volunteers for every 20-25 players.

Each volunteer is "IT" and given a stocking with shaving cream in it.

The device is called a STOCKING BOMB and is best swung around like a helicopter overhead to get power then letting go of it to hit a player.

Or swing it around and simply smack a player with it for better control.

No hitting above the head.

And no need to worry, it is a light impact hit.

The rest of the players line up on one side of the room or playing area.

On GO, players run from one side of the room to the other, while those IT, who are spread out in the middle, try to hit players with the stocking bombs.

If a player is hit, then he is out.

It's easy to see if someone gets hit because of the huge shaving cream splat left behind.

Players then wait to hear GO again instructing them to go back to the other side.

Continue this process till you have one player left, who is then declared the winner.

The last few players can be IT for the next round.

Play several rounds as time allows.

**Game Tips:** If playing inside, have a plan to clean up the mess.

Have lots of towels or paper towels for clean-up.

Monitor the “no hitting above the neck” rule and be strict with it.

Use orange cones to mark the areas where preteens run to and from.

**Variation**

Flour is a good substitute for shaving cream.

## HOCKEY ENCOUNTER

Hockey Encounter is like noodle hockey, but with a twist that students love.

**Supplies:** 4 orange cones, inflatable ball, masking tape and one half of a swimming noodle per preteen.

**Set-Up:** Set up two orange cones 7 feet apart at each end of the playing area.

They are the goals, similar to hockey or soccer.

Make a circle in the middle of the playing area using masking tape.

Cut swimming noodles in half and hand one to each student.

Players use the noodle as a hockey stick.

**How to play:** Designate one player on each team to be the goalie and several players to stay back near the goalie for extra protection.

One player on each team starts off in the circle battling for the ball.

Players work together to get the ball in the goal.

The team with the most points at the end wins.

**But here's the twist:** At random intervals throughout the game, the leader yells ENCOUNTER, which signals a noodle battle between the two players on the opposite team who are closest to the ball.

If it is too difficult to tell who is closest or there are lots of students by the ball, randomly select two for the battle.

For the battle, students attempt to hit below the waist the opposing player with the noodle.

The player who wins the battle gets a free shot from 15 feet away and no goalie.

After the battle, continue playing as normal.

If you are tight on time, put a time limit of one or two minutes per battle.

If no one wins the battle, then simply continue playing.

**Variations:**

Play with four teams and four goals.

The playing area should be square.

Set up a goal at one of the four ends of the playing area.

If you have a large group and four goals is not an option, then simply have half of the group sit on the side not playing while the other half plays.

At random intervals, the leader yells SWITCH and the team playing sits out while the other team plays.



## **HOT POTATO TAG**

Players sit in a circle within a large clearly defined playing area (ex: gym, field, big square marked with tape, etc).

Play hot potato with 3-4 items.

Larger groups can play with more items.

Use simple but unusual items such as a roll of toilet paper, can of Spam, box of candy, sponge, etc.

Play music in the background while students pass the items around the circle.

If you really want to mix it up have students pass around the items in different directions.

When the music stops, those who have the items in their hands are IT.

They then have 20 seconds to tag as many others as possible.

Others in the group can move around within the marked playing area.

Players who are IT and those who were tagged are out.

That way, players aren't out for too long and can play another round.

Continue playing until only one player is left.

Play the game several rounds as time allows.

## **HUDDLE UP**

**How to play:** Divide students into four even groups and have each team go to one corner of the room.

Each corner should have only one team there.

Each round the group leader will give a command, which communicates to the groups how they will travel to the opposite corner.

Players must continue the action the entire time traveling to the opposite corner.

Groups will experience a traffic jam somewhere in the middle of the room, so make sure students don't slam into each other.

The first team to have every member successfully get to the opposite corner, hold hands as a team and sit down receives 100 points.

The team with the most points at the end of all the rounds wins.

### **Use the following commands:**

Walk backwards

Hop on one foot

Hold hands

Leap like a frog

Spin around

Dance

Crawl on your hands and knees

Jump up and down

Hop like a Kangaroo

(If you can think of more, then go for it)

## **MARSHMALLOW DROP**

**Supplies:** Lots of marshmallows, chocolate syrup, newspapers, and paper towels.

**The Game:** Put lots of newspaper or plastic sheeting on the ground so that the floor stays clean.

Have students get in groups of three.

Each group consists of a Dropper, Catcher, and Dipper.

The Dropper stands on a chair holding a cup of marshmallows.

The Catcher lies down on the ground with his mouth directly under the Dropper and lots of paper towels tucked around his neck.

The Dipper holds a small cup of chocolate syrup and stands near the Dropper.

The kids who don't want to get messy make great Dippers.

On GO the Dropper dips one marshmallow in the chocolate syrup and then tries to drop the marshmallow in the mouth of the Catcher (who cannot use his hands at all).

Only one marshmallow at a time can be dropped.

The team who gets the most marshmallows in the Catchers mouth wins.

Give them a time limit of 3-5 minutes.

And yes, the Catcher can eat the marshmallows as they enter his mouth.

## THE NOODLE GAME

**Supplies:** 3-4 swimming noodles.

**How to play:** Have students get in a circle and put the swimming noodles in the middle of everyone.

On GO, all students go to grab a noodle.

Once you grab it, then it is yours.

No fighting over it.

Students then attempt to hit an opponent below the waste with a noodle.

If a player gets hit above the waste, he/she is not out.

If a player does get hit below the waste, he/she drops the noodle and sits down somewhere in the circle.

When a noodle is dropped by a hit player, anyone from the circle can now grab it and begin playing.

The new player is given 3 seconds before he/she can get hit by an opponent or attempt to hit another player.

Continue playing until you have a winner.

**Variations:** When you say scramble, everyone who was out comes back in.

Do it periodically throughout the game.

When you want the round to end, let it play all the way through without saying scramble.

**Tips:** Warn players not to hit in the face.

Have adult leaders on the lookout for those that get hit.

Sometimes students get hit and don't realize it and sometimes they know they're hit but don't want to get out.

Tell students in the beginning that when leaders say you're hit, then you're hit.

No need to argue or complain, but trust that the leader saw a hit.

If a leader is unsure of a hit, let the player stay in.

Players who get hit cannot throw the noodle to a friend, but drop it where they get hit.

If no players grab a noodle and it just sits there, give players in the circle 10 seconds for someone to grab it or they're all out.

This will only become a problem once students play a lot and begin to strategically not grab a noodle till near the end putting themselves in a better position to win.

## **PILLOW FIGHT**

**Supplies:** 4-6 large pillows and masking tape.

**How to play:** Divide students into two even teams.

Mark the two lines with masking tape at opposite ends of the playing area.

Position each team behind their masking tape sitting down sitting side by side each other.

Put the pillows in the middle of the playing area.

Give a number to each player.

Each team should have a player with the same number on the opposing team.

For each round, call out a number.

Players who were given that number run to the middle grabbing one pillow.

Players then attempt to hit the other person below the waist with the pillow.

Whoever hits the other player first receives 100 points for his team.

Mix it up sometimes calling multiple numbers at the same time.

Have someone keep score and the team who has the most points at the end of the game wins.

### **Tips:**

If you have more than 25-30 players, divide into four teams instead of two.

Have each team positioned at the four corners of the playing area.

The more players/teams you have, the more pillows you should have.

If you're daring, do this variation of the game.

Instead of attempting to hit players below the waist with pillows, let players who have their number called have a 30 second pillow fight.

Award the "winner" of each round with 100 points for their team.

Players are not allowed to hit in the face.

## **SHUFFLE YOUR BUNS**

Students get in a circle facing the inward and sitting in chairs.

Leave one chair empty.

One player is standing in the middle of the circle.

On GO, the player to the left of the empty chair sits in the empty chair.

The next player sits in the open chair, then the next player sits in it.

Each player continues to sit in the chair when it is open.

The player in the middle attempts to sit in an empty chair.

If successful, the player whose turn it was to sit in the chair is eliminated.

If unsuccessful after two minutes, then the player in the middle is eliminated.

Before eliminating players, play a few rounds so preteens get a feel for the game.

After they get the hang of it, add the following two elements.

Periodically the leader calls SWITCH and players switch the direction of who sits in the empty seat.

Whenever two players want, they can signal each other to switch sitting in each other's chairs.

Makes the game even more fun.

Continue playing until only two players remain.

## **SILLY STRING ELIMINATION**

**Supplies:** One can of silly string per 3-4 players

**How to play:** This is a variation of hot potato.

Students sit in a circle and pass a can of silly string around the circle while music is playing.

When the music stops, the person holding the can gets sprayed on their head by the leader.

He is then out.

Game continues to you have one player.

**Tips:** If you have a large group, then do multiple circles.

Use several silly string cans at one time going in opposite directions.



## **SILLY STRING WAR**

**Supplies:** One can of silly string per person.

**How to play:** Give every student a can of silly string and tell them to squirt other players as much as they want.

All out war!!!

This game is really fun!

### **Game tips:**

Don't play indoors if you have a glossy tile floor.

It gets slippery and dangerous.

Game works well outside on grass.

No spraying on face. Top of head...yes, but no face.

## **SLIME DODGEBALL**

**Supplies & Prep:** To make the slime put vanilla pudding mixed with the food coloring of your choice.

You'll want to get the biggest containers of pudding possible.

Sam's is good place to shop for pudding.

Food coloring stains so make sure to communicate that ahead of time to the students.

For an alternative source of color that doesn't stain add pistachio pudding mix and some water to the vanilla pudding.

Put down a large tarp or plastic sheeting.

A 25 ft X 20 ft should be good enough for about 20-25 students.

Adjust the size according to your group.

Use plastic tent pegs to hold down the tarp.

Don't use metal because that could hurt students.

Have the "slime" stored in large open containers like garbage cans or something similar.

**How to play:** Break up students into groups of 4-5.

Have each group get in a single file line grabbing the shirt of the person in front of them.

The first person of each line gets a swimming noodle and the last person gets the Frisbee.

The idea is to eliminate the last player of any opposing team.

The last player is eliminated if hit by a swinging noodle held by the front person of another team or if hit by a Frisbee thrown by the last person of another team.

Once hit, the player is out and hands the Frisbee to the person in front of him/her who is now the back player of the team.

Once a team has only one person left he/she can attack with both the Frisbee and noodle.

The idea is to eliminate everyone from all the opposing team.

Whoever is the last standing team wins.

**Variation:** After playing a few rounds and you're ready to wrap up the night, bring out the SUPER SOAKERS.

These are great because they are basically a huge suction cup that squirts out a stream of slime a really far distance.

Eliminate the balls and tell the students that if they get squirted by the slime they are out.

Have your leaders load them up and have some fun.

It is best if leaders use the guns and not kids (it might get out of hand if they use them).

Just squirt the students for fun... it's really awesome!

**Game Tips:** This game is great at a camp, retreat, or special event.

It's really messy, so be prepared for it and communicate it to parents.

Have lots of towels on hand in case kids get slime in their face.

Or better yet tell students beforehand to bring a towel and a pair of goggles.

Do this game on the grass.

The cement is way too dangerous.

Do the game outside and during the spring/summer.

Have a hose to wash kids off after being slimed

Tell students to bring an extra pair of dry clothes to change into after the game.

## **STUFF IT**

**Supplies:** A plastic spoon, jar of baby food, and lots of paper towels (or napkins) for every two students.

**How to play:** Have students get into groups of two and hand each a plastic spoon, jar of baby food, and some napkins.

Have teammates lay down on the ground, face up, with the top of their heads just a few inches from each other and the back of their heads firmly planted on the floor.

On GO, player with the spoon scoops up some baby food and feeds it to his teammate.

Player who is eating baby food cannot use his hands.

Whichever team finishes all their baby food first wins.

**Game Tips:** It is a messy game, so be ready for it!

You might want to have goggles for the player eating the baby food.

For extra fun, blindfold the feeding player.

## **TOILET PAPER CHAOS**

**Supplies:** 24 rolls of toilet paper, six laundry baskets, and masking tape (or orange cones).

**How to play:** Using masking tape (or orange cones), divide the playing area into two even squares with a line in the middle.

Place two laundry baskets at the back end and one in the middle of each square.

Place four rolls of toilet paper in each laundry basket.

See below for an illustration.

Divide the group into two even teams, each starting the game in a different side of the dividing line.

One player from each team guards each laundry basket standing no less than 3 feet from the basket.

He is called the goalie.

On GO, players go to the other team's side and pick up rolls of toilet paper out of the laundry baskets and place it in any of the laundry baskets on their side.

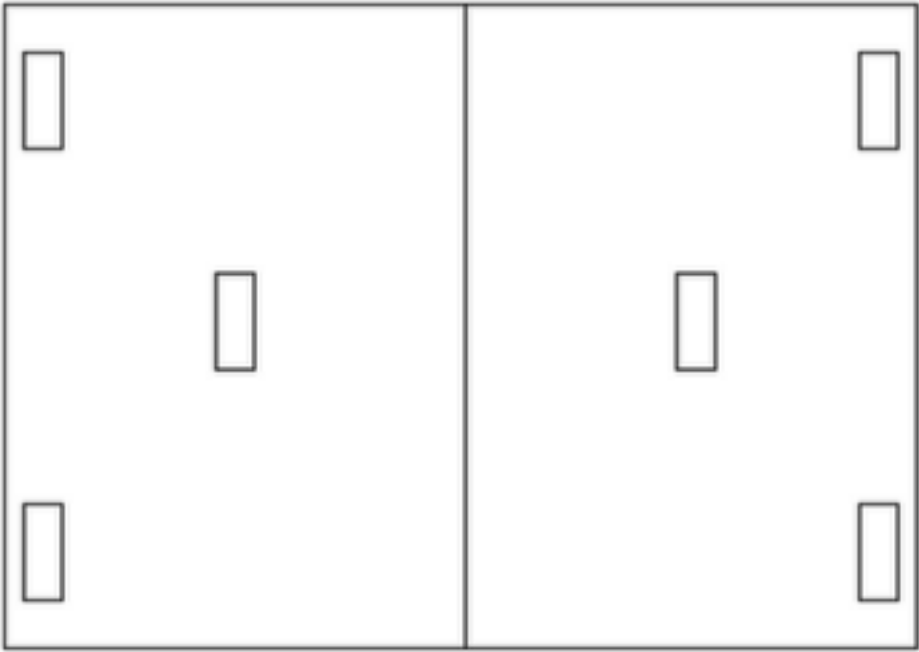
Players can only grab one roll at a time.

If tagged by the goalie, players freeze until a teammate tags them in order to be freed.

If a player is tagged while holding a roll of toilet paper, he must give it to the player who tagged him to be put back in the laundry basket.

Whichever team has the most rolls of toilet paper in their team's laundry baskets at the end of the game wins.

Play for 5-7 minutes per round and play as many rounds as time allows.



## **TOILET PAPER SLAM**

**Supplies:** One roll of cheap toilet paper per three students.

**How to play:** Using tape (or chairs), create a line in the middle of the room all the way across.

Split the group in half and have an even amount of students in each group.

Each group stays on one side of the room.

Place all toilet paper rolls spread out along the line dividing each group.

One GO, students rush to get a toilet paper roll and throw it at the opposing team.

Players can only throw one roll at a time and continue to pick up and throw the toilet paper.

No aiming above the shoulders.

If a player is hit, then he is out.

Continue playing until all the toilet paper rolls off.

The team with the most players on the team at the end wins.

## TOTAL ELIMINATION

**Supplies:** Four swimming noodles, masking tape and approximately one inflated balloon per player.

**Set-Up:** With the masking tape, mark four huge squares on the floor near each corner of the room.

Place an even amount of inflated balloons in each square.

**How to play:** Divide players into four teams with the same amount of players on each team.

Give one player on each team a swimming noodle.

If you have a large group, consider having more than one player with a noodle.

On GO, players move the balloons out of their team's corner and into the corners of the opposing teams.

Players without noodles can only move balloons to the opposing teams' squares.

Players with swimming noodles are on the defense, hitting balloons out of their team's square.

The team that has the least amount of balloons in their square when the leaders says STOP wins the round.

Allow each round to last a few minutes.

The team that wins the most rounds is the champion.

Consider giving the winning team a fun prize, like a bag of Oreos or some candy.



## THE TOWER COMPETITION

**Supplies** – For each small group you need a bag of marshmallows and a pack of raw spaghetti.

**Set-Up:** Students break up into small groups of eight or ten and pair up with somebody for a fun activity.

Partners lock arms with each other and sit together in their small groups.

Place the marshmallows and spaghetti on the opposite side of the room from each group.

On GO, one pair from each group is given one minute to run across the room and build a tower out of the spaghetti and marshmallows.

Partners must keep their arms locked and cannot use their locked hands to build the tower.

The key is to work together.

After a minute is up, yell SWITCH and the pairs go back to their group allowing the next in line to continue building the tower.

Allow each team to go twice for a total of 10 minutes of playing time.

The goal of the activity is to be the group with the largest tower at the end of the game.

**Option:** Do this game just for fun or use it as a quick devotional on FAITH.

**After the activity, ask the following questions in small groups:**

What did you like or unlike about this activity?

What did you have to rely on your partner to do?

How is this activity like partnering with Jesus?

**Say:** In the game we just played it was impossible to build the tower alone.

It was important to work together with your partner to be successful.

As a Christian, life isn't meant to be lived alone.

We need to partner with God and rely on him to do life His way.

Check out this verse:

*“Trust in the Lord with all your heart; do not depend on your own understanding. Seek his will in all you do, and he will show you which path to take.” - Proverbs 3:5-6 (New Living Translation)*

## TUBE DUEL

**Supplies:** 5 tubes per 20 students.

**Set-Up:** Line students up at opposite ends of the room sitting side by side.

Have team members 20-30 feet apart if outside or 10-15 feet apart if inside or room is small.

Put the five tubes in a line in the middle of the teams.

If you have 3 teams, make a triangle with the markers for the teams.

If you have 4 teams as square and so on.

You could play up to 100 students in the game.

Spread out the tubes in a row placed in the middle of the teams.

**How to play:** Break up students into groups of ten and give each player a number from 1-10.

Line students up at the opposite ends of the room sitting behind their line.

Loudly yell out a random number from 1-10.

Players with that number run to the middle picking up the tubes and bringing them to their team.

Players can grab as many as he/she wants to at a time and can grab a tube that their opponent is bringing to his/her side.

But once the player crosses his/her team's line, the tube cannot be touched by the opponent.

Whichever player gets the most tubes to his/her side first gets 500 points for their team.

Keep playing calling out different numbers until you're ready to quit the game.

This can go as quick as 15 minutes and as long as 45 minutes. Depending on the time allowed.

Award winning teams a prize.

**Variation:** Call out several numbers at a time to spice it up (you'll have to have more pillows). When you call SCRABBLE all players head for the tubes at once.

## **TUNNEL VISION**

**Supplies:** Big trash bags, duct tape, plastic bats and scissors.

**Set-Up:** Make a tunnel using three large trash bags.

Cut out the bottom of each trash bag and tape them together creating one long tunnel.

With duct tape, tape down the trash bags on the entrance and exit points.

Make one tunnel for every eight players.

**How to play:** Players break up into groups of eight and sit down in a line relay style.

Place tunnel 20 feet across from the first player in each group.

Place the bat 5 - 10 feet behind each tunnel.

On GO, the first player in each group runs to the tunnel.

Next, he gets on his hands and knees entering, crawling through and exiting it.

Once out, he runs to the baseball bat placing one end of the bat on his forehead and the other end on the ground.

Keeping the bat fixed on the ground, he spins around ten times.

Next, he crawls back through the tunnel and runs to his team tagging the next player in line.

The next player repeats the challenge.

Continue until all players have completed the challenge.

First team to finish wins.

**Game Tips:** If you have an uneven group, ask a player to go twice.

Blindfold players to spice it up a bit.

Have leaders stationed at the bats to count out loud as players spin around.

## ULTIMATE DODGEBALL

**Supplies:** Lots of dodge balls and orange cones (or masking tape) to mark playing area.

**How To Play:** Mark a really big square using masking tape for the playing area.

Players must stay within the playing area during the game.

Toss the dodge balls in and the game begins.

Players grab a dodgeball and throw at other players (below the neck only).

If hit, the players kneel down on one knee and must stay in that location.

They cannot move around while on one knee.

Hit players can tag free players as free players move around.

If a hit player tags another player who is free, they switch roles.

The hit player is now free and the free player kneels on one knee.

Hit players can also grab a dodgeball and throw it at free players.

If hit, players switch roles as previously described.

Continue playing until only one player is remaining.

Students love this high-energy game.

A definite success with any group!

Also, it is a great energy burner for any gathering.

## **WHIPPED**

**Supplies:** Lots of heavy whipped cream in a can (one can per 4 preteens), and one paper plate and 4 strawberries per player.

**Set-Up:** Spray the whipped cream on a paper plate (put lots of it) and place 4 strawberries in each whipped cream pile.

**How to Play:** Each player gets a plate full of whipped cream and strawberries.

Players put their hands behind their backs and dip their faces in the plate.

The first one to eat all the whipped cream and strawberries win.

Play upbeat music as students dig in.

**Game Tips:** Have lots of napkins or baby wipes available for clean-up.

Access to a bathroom is a good idea too.

You'll want to take pictures of this...there will be lots of Kodak moments!