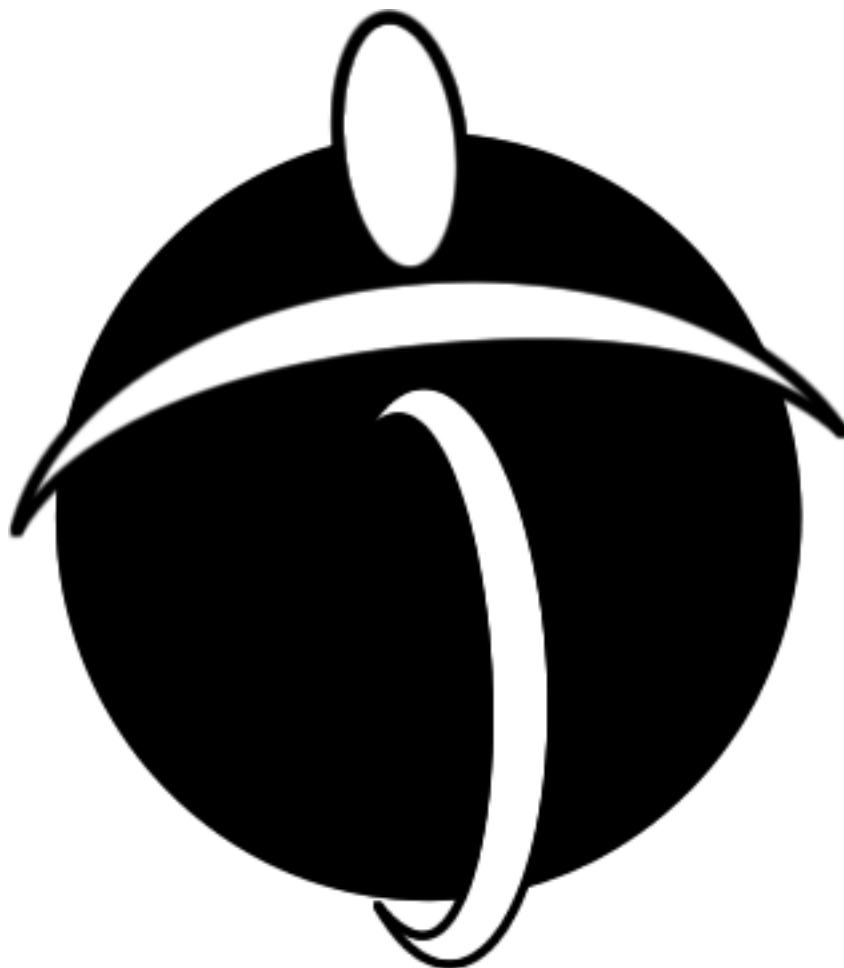


Concordia University



NewCrew Game Book

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Ice Breakers/Mixers

Ice Breakers are short games that work best when trying to learn peoples names or to break up the cliques in the group. You normally start off an event with two to three ice breakers. Mixers is just another name for Ice Breakers. They are interchangeable. Do not get confused.

Train Wreck: (5-15 mins.) Have each student grab a chair. One person needs to stand in the middle, make sure that person does not have a chair. The person in the middle, gives the instructions to the students. Here's the way it works. The person in the middle says their name then calls out an object or feature or belief- you can be creative on this. (Examples: anyone wearing blue, or had blond hair, or loves Jesus...) Then when the person says something, all those people who qualify must get up out of their chair, and move to a different one. But they can not sit in the two chairs next to them. Therefore there is only three chairs in the whole circle they can not sit in. If the circle is really large, you might want to add the number chairs that are outlawed. Then the person that was in the middle, finds a chair forcing someone else to be in the middle. If the person in the middle can not think of something, they have the option to say train wreck. This is when every single person must move and find a new chair. This a good game to start with, it is easy to learn, and easy to add new people to.

Keys: (10-20 mins.) Keys is a simple game that forces the kids to have physical contact. You will need a set of keys, for each group. Split the kids into groups of 10 to 15, have them set their chairs up in a circle with one less chair than people in the group. Have the person with no chair, stand in the middle with the keys in one hand. Then instruct them to call the next person by name, that person, then takes the open hand of the one in the middle, and attempts to twist things up. That person then calls someone else, and this continues until all of the people are off their chair and all knotted up, or the person holding the keys drops them. The keys can only be dropped if there is a minimum of three people in the knot. This game is fun to watch people get very creative and twisted up.

Human Knot: (10 - 20mins) Very similar to keys, in that people get very twisted up together. Human knot can be done with groups of 5 to 50. What you do is have everyone stand in a circle and put their right hand in, then have them grab someone else's hand. Once everyone has a hand, put all the left hands in the center, and have them find a hand. Once every one is nice and tight and stuck, tell them they need to untie this knot. By working together it is possible. Good Luck.

Tags: (10 - 20 mins) Everyone played some variation of tag as a child, in fact most

adults still play different styles of tag. The object of tag, if you have forgotten, is to not be it. Normally one person is it, and that person chases the other, once one is contacted that person is now it and the former it-man is now free. The following are different variations of tag that can be very fun and interesting.

Chain Tag: Everyone lines up at one end of the gym with one person it at the other end. When the it person tags someone they connect hands, and both of them try to tag people. Then as they tag people they make a chain, and the people at the ends continue to try and tag others to get everyone in the one chain.

Freeze tag: There are at least three different tags that I know that are called freeze tag. This one is good for small spaces, even classrooms. Set up specific boundaries, make them small for the amount of people, force them to be close to one another, chances are everyone will be it at some point. Be sure the players remain in the boundaries. Then have one leader yell out directions: Walk, Run, Slow Motion, Skip, Backwards, Freeze. The person who is it must tell everyone else they are it in some fashion, by raising their hand, yelling out "I'm it", anything. I recommend setting up the signal before you start playing. Once they get the hang of the instructions, speed it up, and jump from run to freeze. Have fun with this one, make up new directions and rules. It is good for tight spaces.

Elbow/Link tag: You need to have everyone find a partner, don't worry about breaking up cliques, this game will do that for you. Have the partners connect elbows and spread around the area. Then have one person be it and another person without a partner. The person without a partner needs to attach themselves to a partner, the person in the pair on the opposite side needs to then release from the pair and is then chased themselves.

Tree Tag: Everyone lines up at one end of the gym, while one person is it in the middle of the gym. Then the leader tells the whole group when to go. As they all run across the gym, the person that's it tries to tag someone. When someone gets tagged they must freeze and become a tree, meaning they must be rooted in one spot, trying to tag those who run by. By the end you should have a forest of trees trying to tag the last person.

Toilet tag: For this version of tag, you simply instruct the kids that after being tagged they must go down on one knee, while holding out their right hand as the handle for the toilet. Then to be released someone must sit on their lap and pull the handle. The game works really well with Jr. High students. Having several people it is also an added bonus.

Cow game: (8 - 10 mins.) This game works as a good competition game. Or just a plain goofy game. There are three positions, live cow, sleeping cow, and dead cow. For live cow everyone must stand on their hands and feet, for sleeping cow you must roll to your side and lay with your hand and feet straight out, and for dead cow everyone must put their hands and feet straight up in the air. There are two main

ways to play this game, but feel free to add your own little aspects to the game. One possibility is to play it like Simon says, where if you are too slow your out, and the winner is the last person standing, or in this game, being a cow. Another variation, could just be to call out the instructions and laugh. The game might not last too long, but it will loosen the kids up and will make everyone laugh.

Human Bingo: (10- 15 mins.) For this mixer, you will need to have made a game card, with different comments and experiences, such as, anyone who was born in another country, or broken a bone, or has a pet. You can make your own or look in other books for a pre-made cards. [Play It by Rice & Yaconelli pg. 148]

With the cards, fill in the squares with the names or initials of people who fit the descriptions. The first to complete a bingo wins. Variations to this would be to only allow a person to sign one box per person, have to fill the whole game card, or even have them ask other questions before finding another person. This game helps with groups who do not know each other.

Human Bingo in groups: Have the kids sit down in groups and have someone MC the game. Call out things that are on the bingo cards or other random thoughts that might pertain to the people involved. Then once the group has had so many people stand up they call out bingo.

Look Out : (5 - 10 mins.) Break the group up into small groups of about 10-20 people and have them stand shoulder to shoulder in a circle. Have each group designate a leader to say "look down look up". What happens then is everyone looks down at the floor, and then looks up at one other person eyes in the group. BUT if you look at the person who is looking at you you're both out. You continue until there is only two people left.

Bloody Murder/Scream: (15 - 20 mins.) The object of this game is to figure out who the murderer is before you are murdered. The best way to set it up is have everyone stand in a circle facing the outside. Then the leader walks around and picks a murderer by tapping on their back. Then you have everyone start mingling, by walking around and shaking hands with people. The murderer also shakes hands but they scratch the persons hand with their middle finger, while shaking. (do this very inconspicuously) After someone has shaken the murderer's hand, they must shake two more hands then scream, and fall down dead. Once you are dead on the floor you can not say who the murderer is. The people who are still alive are trying to figure out who the criminal is without shaking their hand, but still shaking others.

Body Parts: (10 - 15 mins) There are several different variations to this game. The following are two of the most common. The first variation is to have everyone

find a group. The size depends on the size of the group. Groups 2 to 6 works best. Then you call out a certain number of body parts that should be touching the ground. Say 10, if they have a group of 3, they could have 6 feet, and 4 hands, or 6 feet, 3 butts, and 1 hand. You can get very creative. Then call out 2 or 1, and make them really think about how to manage that. Depending on the group and the kids this game can be a ton of fun.

The other variation of the is game that has also been played several times is a good mixer. The leader calls out the number of specific body parts that need to be put together then everyone hunts around to find groups to total that number of parts. For instance, 5 ears is called out. 5 people form a group and touch ear to ear. Or 7 knees, and 7 people form a group and touch knees. You can then in those groups asked questions or give topics for the group to talk about. This is a good way to have everyone meet and really get to know the other people at the event.

Lap Sit: (5 - 10 mins) This is a basic skill of team work. Have everyone there stand in a circle facing the one direction. Have them stand so that their feet are touching, heel to toe. Then at the command of the leader, tell them all to sit down the person behind them. It's really cool and simple.

HaHa Game: (2 - 10 mins) This is normally just a silly game to play when people are hanging around, but it can be used as a fun mixer too. For this game you simple lay down on the floor, and put your head on someone's stomach, while someone lays their head on your stomach. Then after you have made a long line of people, the first person says "Ha" (once), then the second person says "Ha Ha" (twice). Each person after that adds one "Ha". The trick to this game is that you can't laugh for real. Only "Ha's". It is a challenge, but it is fun.

Steal the Bacon: (10 - 20 mins) This is most likely one you played in grade school. You need to break the group up into two even teams. Line them up, and give them numbers, having the numbers going in opposite directions along the lines. Have the "bacon" in between the lines. You can decide what to use for the bacon. Then call out a number, and the two people from each side with that number must run to the middle and steal the bacon, before the other person gets there. Then once they are in possession, they must make it back to their team before being tagged. You can play this one up to so many points or till you get bored. For variety call out several numbers and have multiple people racing for the bacon.

Cowboy, Ninja, Gorilla - (5-15 mins) This game is similar to rock, paper, scissors. It is usually played in a tournament style. Everyone finds a partner and stands back to back with them. Then at the count of three, they turn around and do a motion. Cowboy draws his guns, Ninja does a kick or karate chop, and Gorilla stands

tall, arms up and growls. The cowboy shoots the gorilla, the gorilla eats the ninja, and the ninja kicks the cowboys guns away. If you win you move on to a new partner, if you tie you stay with that same partner until one wins, and if you lose you are out of the tournament. For this to work keep it moving, and maybe have a prize for the winner or final two. There is another variation to this game which also goes by the name, Elves, wizards, and giants.

Elves, Wizards, and Giants - (10 - 20 mins) Like Cowboy, Ninja, Gorilla, this game has actions that resemble rock, paper scissors. The elves get down and act small, the wizards extend their arms to cast a spell, and the Giants act big and tall. But this one is played with a team. In fact, it can be compared to red rover. Break the kids into two groups. Then each group needs to pick the character they are going to be, then they line up about 3 feet apart. At the signal, both teams do their sign. The elves can escape under the wizard's spell, the wizards cast a spell on the giants, the giants step on the elves. Which ever team wins then chases after the other team to tag new members for their team. If someone is tagged before they reach the wall at their end of the gym, or the designated location, they have to join the other team. Then the groups together decide which character to be and you play another round.

Guess who you are? (10 - 12 mins) For this game, you will need name tags, labels or stickers of some sort. With these tags write the names of famous, notorious, or historical people. Really any one you think the kids might know, such as; Kermit the frog, George Washington, Mel Gibson, Back Street Boys, etc. The place a sticker on the backs of all the kids, tell them they can ask yes and no questions to the people around them to figure out who they are. If you are trying to get them to mingle only allow one question per person. After the game you can also call the kids the names you assigned them to bug them all night.

Dutch Auction (10 - 20 mins.) For this you need all the people involved to select so many items from their bags, and bring them to the group. Normally between 5 and 10 things will work just fine. Then break the kids up into groups of 5 or less. The leader then thinks of an object or item, such as a TV, a movie camera, glasses, or an animal anything weird or fun. Then the first small group to bring up something that slightly resembles the object you asked for wins. The more creative the better.

Barn Yard (5 -10 mins.) For this game you need to assign everyone an animal. Normally, the animals used are cow, dog, pig, horse, sheep, cat, chicken, and duck. Then there are several variations to the game. One way to do it is shut off the lights, or you can make the kids close their eyes, somehow make it so they can't see. Then the kids need to find the others of their kind without making any other noise

other than their animal's sound. To add a bit of fun, make them crawl around like a their animal as well.

Group Break-down games

Birthday Line-up - (5 mins) To start this break-down, get everyone very quiet. Then tell them that no one is allowed to talk but they must line up in order of their birthday. Be sure to point out where January and December should stand. Once they seem to be in order, go through and check their work. Then you can number off, separate months, dates, or even seasons, depending on how many and how big the groups need to be.

Group Games/Activities

Animal Crackers - (15 - 20 mins) You need groups of 10 to 30 people and a pillow. Have everyone in the group sit down on the floor in a circle. Then, the person leading the group begins to explain how to play the game. Each person needs to have a animal hand motion. For example, a bunny could be two fingers hopping along, or make antlers on your head and be a moose. The best way to do it is go around the circle and have everyone think of something (the leader might need to throw out some ideas). Once everyone has thought of a signal, go around the circle again and have everyone repeat their own signal. Then the group should also repeat it to be sure that everyone knows the signals. The rules are, you must do your signal first and then do another person's signal before the person in the middle hits you. The holder of the second signal continues by doing theirs and another signal. This pattern continues the game. Then, the person in the middle of the circle holding the pillow is trying to get out of the middle, by hitting the signaler before they get the two signals out. The game needs to be played pretty quietly, so your animal signals can't be noises. But if you clap your hands together for alligator or road kill, that works. The trick is to be quick and sneaky, so try not to directly watch the person giving the signal.

Electricity - (20 - 40 mins.) This game can be played in several different settings. The best way to play it is at tables with chairs lined up both sides right next each other. You need a chair for every person playing. You will also need a quarter and something to grab, like a 2 liter pop bottle, a cup, a hat, many things would work (pop bottle is probably the best because it bounces a bit). Break the group up into two teams, and try to make them as fair and even as possible, boys vs. girls works great. You need to have the same amount of people on both sides. It is also helpful to have a leader at both ends of the tables. Have everyone sit down in the chairs,

then hold hands under the table with the people next to them. The person sitting at the end of the table with the quarter is the only one allowed to keep their head up. The rest of the people need to lay their head down on the table facing the opposite direction of the quarter. The bottle is then placed on the other end of the table. The leader with the quarter flips the quarter. If it is heads, the first person squeezes the next hand, but if it is tails they don't squeeze. The goal is to be the faster side and grab the bottle at the end of the table. You only grab the bottle if it is heads, and you have been squeezed. The players need to remain silent through out the game so they don't cheat through their voices. Also their heads need to stay down until the bottle had been taken. The first side to take the bottle gets to move ahead in the seats. This means that the person on the end with the bottle moves to first seat at the quarters end, and everyone else moves down. The way you win is to make a full rotation of people, so you are back in the seat that you started in. But, if you grab the bottle when the quarter says tails, you need to move backwards. So, it takes you even longer to win.

Capture the Flag (30 - 90 mins) You need to split the group up into two teams and set up boundaries for each team. This game can be played in an open field, in the woods, a large area of space, or even inside. For instance, here on campus, we use the entire campus and split it east and west side. Each side needs to have a jail and a flag hidden somewhere in their territory. The goal of the game is steal the opposing team's flag without being capture and taken to jail. (You go to jail if you are on the other teams territory and they tag you.) The only way out of jail is for one of your teammates comes and tags you. Some rules say you have a free back after releasing someone from jail, while others say you both must make it out of enemy territory without being caught. The flag is normally hidden with some part being visible, so no burying it in the dirt. If you play in the dark, glow-sticks tied to bandanas work really well. Other variations to this games are: to have several flags for each team, or play it inside once with the lights on and then again with all the lights off. Have the flags hidden really well with the light on, but then when the lights are out, have the flag glow and make it obvious. (It is a great object lesson for being a light to the world.) You can really manipulate this game to work for your purpose.

Romans and Christians/ The Underground Church (45 - 90 mins) This game is pretty detailed. The idea behind the simulation is to put youth into situations that require them to either stand up for their faith or deny it. They will experience what it is like to be hated and mistreated because of the hope they have in Christ Jesus. There are several different ways to do this. You can set up a huge community event and have the play outside in a park or neighborhood, or at a camp

outside, or in the church if it has quite a bit of space. The following description will work best in a camp setting. You need to do a bit of preparation for this activity. It is best to have all of the adults and chaperones involved as the Roman Guards. What happens is you set up a Roman community, where the Christian faith is not allowed. The kids will be looking for an underground church, which is a bible study taking place somewhere in the area. You need to pick out one person to be the leader of the bible study. It is really cool do actually have some sort of devo, or prayer and praise time. Then you also need to ask one of the guards to be a Christian undercover. The kids are then given a brief description of their "mission field". They are told they need to find the underground church, they are also told that one of the guards is a Christian and knows where the church is. Their mission is to spread the Gospel, find the Christian Guard, and not be persecuted. The Roman guards are wandering around "patrolling the city" with flashlights with the assumption that something is going down. Therefore, the guards question everyone about what they're doing, where they're going, why they're there? The kids will often ask the guards directly if they know where the church is, or if they are Christian, etc. The guards are to take them to jail where they will have the opportunity to stand up for their faith and be killed, or to deny their faith, live, and be released. You should also encourage the kids to attempt to convert the guards. Tell the guards they have the choice to be converted or to be absolutely brutal. There are a couple rules that will make the whole activity run smoothly. If it is dark out, only allow the guards to have flashlights. Tell the youth, that once they have found the church, they cannot leave. If you decided to kill people and send them to heaven, have a party or music or something fun in heaven waiting for them. Otherwise, they won't want to just sit in there and wait for the end of the game. Also be sure to debrief the group, talk about their thoughts and feelings about the game. This activity can have a huge impact on the groups view of witnessing the gospel.

Sardines (30 - 90 mins) Sardines is basically hide-and-go-seek backwards. One or two people go and hide, then everyone else heads out to look for them. If they find them, they join them in their hiding spot, until the last person finds them. Then the last person is it and must go and hide. It is called Sardines because you try and squeeze everyone into the little hiding spot. It can get tight and crowded. A great game to play in the dark at a church or outside.

Running Games

Poop Deck (5 - 10 mins) This is a great running game, especially for Jr. Highers. There really is no point other than to laugh at the kids, so have fun with this one. It can be played outside in a gym, or large room. You need to set up three "levels" (designated areas or lines in the room) like on a boat- the upper deck, the lower deck

and the poop deck. Have everyone start on one line, then yell out the next location. Everyone must then run to that location. The last few people to the line are out. Then, yell out another deck and keep this up until you are left with the winner.

Battery Tag/Power Source - (20 - 30 mins) This game works both inside and outside. When you play inside you use the gym walls. Break the kids up into two teams and have them line up touching the walls. The object of the game is to have more power than the other team and put the entire opposing team in jail. Set up the jail, in two opposite corners of the gym. You go to jail if someone from the other team has more power than you and they tag you. You receive power by touching the wall. Every time you touch the wall you regain full power, but as soon as you leave the wall you begin to lose power. So you need watch the people from the other team, and leave the wall after them. Then to get people out of jail, a teammate must come to jail and tag the first person in jail. Once they have tagged their teammate, both have a free walk back. You can only tag one person at a time. If you have multiple people in your jail, you can make a chain to reach out farther, but the person who just arrived must go to the back of the chain and be touching the designated jail space, or no one can leave jail. This game can be hard to understand after just hearing the directions, but reassure the kids that once they start playing they will have a better understanding of the game. Also, using other leaders to be examples and then to play will help the kids understand.

Object Lessons/Small Group Discussions

Agree/Disagree - (10 - 20 mins) You can put a piece of paper with the words *agree* and *disagree* on opposite sides of the room, or you can just tell the kids which side is which. Then have a list of questions or opinions to ask the group. For example, "which is better, Pepsi or Coke?" Or, to go a bit deeper, "Should we worship with people from other denominations?". The questions can be really stupid and pointless, or they can be very deep and opinionated. When you ask the question, have the kids move from one side to another, depending on how they feel. Always give them the opportunity to be in the middle on things as well.

In the Bag - (15 - 20 mins) This is a way to get a group to know each other better and to spark a bit of discussion. You will need a bag with questions inside. Here is a list of possible questions:

Have you ever been in love? If you could change one thing about your church, what would it be? What is your biggest regret? Tell about the most embarrassing thing that happened to you. Who is your biggest influence? If you could kill one person so that everyone else on earth might live, would you do it? Why

or why not? On a scale of 1 - 10 where would you rate your spiritual life? (You can add more of your own as well.) You can also add objects to the bag and have them talk about what the object makes them think of.

Trust Walk - (20 - 30 mins) The trust walk is a great way to have a lot of fun and still have the kids impacted in a very powerful way. You will need the blindfolds, which New Crew has in the closet. Then break the kids up into two groups, and separate them right away, so they can't really see each other. For the group that is being blindfolded, tell them they are going to be led around by someone. They need to have complete trust in that person, and follow their leadership. For the group that is not being blindfolded, tell them they are going to be leading the people around, but they cannot talk. The blindfolded kids can talk. Then the Crew members need to set up a path or an obstacle course. Crew needs to walk with the kids and make sure they are not being led astray. The key to a successful trust walk is the debriefing. You need to sit down and talk about the feelings and emotions of what the kids went through and thought about. You can do this with the whole group or break up into small groups at that point and work from there.

Unfinished Sentences - (10 - 15 mins) Youth Specialties has some great books that can create some very interesting and educational conversations, New Crew has three of them: Would You Rather...?, Have You Ever...?, What if...?. You can also just prepare a sheet of questions to talk about in small groups that can have the same effect.

Mind Games

Snaps - (15 - 20 mins) This game works very well if the two leaders who work well together. You need to send one to the leaders out of the room where they can not hear the discussion with the group. Then the group needs to think of a famous person, like Mel Gibson or Bill Clinton. Once they have a person picked out, the leader comes back to the group. Leader One then begins to spell out a description of the person. For instance, if it was Bill Clinton, they would spell president. BUT you would not just spell out the letters, you would use the code. The leader would say, "People play snaps, Raisins play snaps, 'snap twice', Suzy plays snaps, 'snap three times', Dogs play snaps, 'snap twice', Nice people play snaps, Tall people play snaps." Then the second leader would have followed along and would say, "Bill Clinton". The trick is, the first letter of the first word of the each statement said is the consonants, and the vowels are snaps a=1 e=2 i=3 o=4 u=5. The people need to know how to work together, because it works better if you spell descriptions, than the actual name. This is a fun game to force the kids to think, most of them will not pick up on the secret.

Whose triangle is it? - (5- 15 mins) You can play this game with a group or just a few people standing around. Have the leader ask this simple question, "There is a triangle from the light to the wall to the floor, Whose triangle is it?" Then the first person to talk claims the ownership. You can create a triangle between anything- it doesn't matter. So the people you ask will start to blame each other. As the leader, just listen for the first voice and give them the triangle.

Crossed/Uncrossed - (10 - 15 mins) Have everyone sit in a circle, you need to be able to see everyone. Then have two objects, like pens, scissors, sticks, etc... The leader starts out and says you need to tell everyone if you think these objects are crossed or uncrossed. The leader should do something odd, or make it obvious that it is not just the pens, for instance, hold them far away from each other and say they are crossed. The trick is the legs of the person. So if your legs are crossed you would say crossed, if not then they are uncrossed. It has nothing to do with the pens. Send the objects all the way around the circle, and correct them if their response is wrong. Stop once a few people have caught on.

Writing in the Sand - (10 - 15 mins) This game is very similar to Snaps. The way it works is one person goes out to the room, and the group picks an object. Then the mind reader figures it out by what the leader is saying by the words they say, but the group thinks that the clues are coming through the stick that the leader is holding. The leader needs to move it around on the floor, and makes it appear that the clues are given through the stick's motions. The clues are given through the first word of each phrase spoken, therefore if the object is *Light*, the leader might say, "Let's see if you can get this one", then with the stick, the leader might move it around, but the vowels come from the taps. 1 tap = a, 2 = e, 3 = i, 4 = o, 5 = u. The leader continues until the person has the object, and the whole group is amazed at their talent. So, basically, the same ideas as Snaps except the vowels come from the tapping on the floor, instead of the snapping of fingers.

Chocolate River - (10 - 15 mins) You need several sheets of white paper for this activity, along with a leader who has an imagination. As the students walk up to the area, instruct them to be very careful because this river is made of hot, rushing chocolate. But you need to cross the river. The bridge is out, so the only way to cross is by stepping on the marshmallows (the white papers). The marshmallows will not sink or wash away as long as someone is touching it, but as soon as you let go it's gone. The group needs to work as a team to get across the river. You can set up the river boundaries with chairs or lines on the floor. There are several ways to

accomplish this task, so let them be very creative, but if they are not touching the marshmallow, take it away. If they fall into the river, make them start over.

Black Magic - (10 - 15 mins) For this game, you might not want to say the name before you play. The best way to do it is move from another game into this one. Have one leader go to another room, or a place where they cannot hear the group. Then, have the group pick an object somewhere in the room. It could be a person's shoe, a shelf on the wall, a speck of dirt on the floor, or really anything. Then once the object is picked, bring the person back, and have the other leader ask this person if it is this or that. For instance, say you picked a blue hat on one of the kids. The leader would say, "Is it that yellow shirt over there?" "NO" "Is it that picture on the wall?" "No" "Is it that black shirt?" "NO" "Is it that blue hat over there?" "Yes". The trick, it is always the object after the black one. You do not need to say the colors either, the person should just look at the stuff, and when they see that something black has been mentioned they know it is the next object.

Relays

Relays are simple games that can be played with almost anywhere. The basic idea of a relay is to break everyone up in several teams, and have each person complete the task or obstacle assigned. Some relays are two or more tasks combined. The best way to set up a relay is in a gym or open field, have the obstacles across the area from the team. The players then run to their task, complete it as fast as possible and run back to the team. The first team done with all tasks are declared the winner.

Chubby Bunnies - (5 mins) This game can be played in two different ways. The first way is to have a contest to see who can fit the most marshmallows in their mouth at a time. I have seen 29 in someone's mouth so this could take some time. After each marshmallow goes in the mouth, they must say "Chubby Bunny" The second way to play this game is to have someone put so many marshmallows in their mouth, between 5 - 10. Then say "chubby bunny" several times in row, or to sing a song with the marshmallows in their mouth.

Hula Hoop Pass - (5 - 10 mins) For this relay you can have teams or a large group, but have them stand in a circle and hold hands. Then give them one hula hoop and have them move it around the circle without letting go of hands.

Lifesaver Pass - (5 - 10 mins) For this game you will need LifeSavers and

toothpicks. In teams, have them line up in a single file line and put the toothpicks in their mouths. Then put a lifesaver on the first one and have them pass the lifesaver from one to the next, with no hands. Have them send it to the end of the line and back.

Marshmallow Pass - (5 - 10 mins) This is the same as the Lifesaver pass, except you use marshmallows and poke them with the toothpick.

Orange Pass - (5 - 10 mins) You will need an orange for each team. They will need to pass the orange from person to person with their neck. Have them hold the orange under their chin, pressed up against their chest. Then pass it to the next person in the same fashion. No hands are allowed and if they drop it they must start over.

Shoe Grab - (5 -10 mins) Have everyone in the group take off one shoe, and set them in the middle of the gym or playing area. Break them up into two groups and have them line up along the far end walls in the gym. The first person in line needs to run to circle and grab the shoe of the person behind them, bring it back to that person. Then, that person needs to put their shoe on and run to the center to get the next person's shoe. This goes until the whole group has their shoes, and they are crowned the champions.

Stocking Swing Relay - (5 mins) For this relay, you need panty hose, a small round object, and bowling pins (other objects such as a pop bottle work). Put the round object in the panty hose and set the pins up at the other end of the relay. You then hold the panty hose behind you, at your tail bone with the bowling pin in front of you. Then swing the hose between your legs and knock down the pin. You cannot move your feet in the process.

Silly Games

Let's Dance - This is not a formal game you would play with a group. It is a good game to play when you have people just hanging around. It takes two people and a shoes on both. Careful! it can get violent. All you do is try and step on the other persons feet, but you are holding onto the others shoulders. Therefore you have to stand close to each other, and keep moving your feet while trying to step on their feet.

Card/Board Games

Spoons- This is a great group card game, but be careful it can get violent. You need to have a one less spoon than the amount of people playing. Deal out four cards to each person. The object of the game is to have four of the same cards in your hands, so you want all 4 Queens, or all 4 "2's". The dealer is the first one to look at the cards. They need to pick up one card at a time, and then pass it on to the next person, then that person will look at it and see if they need it, if not they will pass it on. If they need it then the person needs to pick it up and discard another one from their hand. The first person to have four of a kind, picks up the spoon, but once the first spoon is picked up the rest of the players need to go for the other spoons. You can either keep score and the first person to spell out spoon, is out, or the person who does not get a SPOON is out right away.