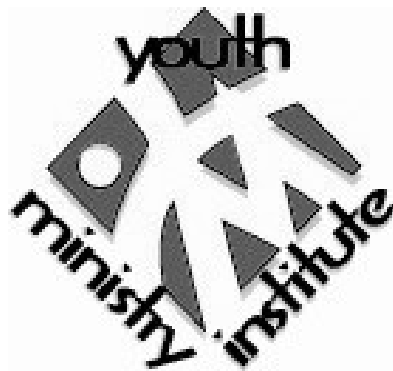
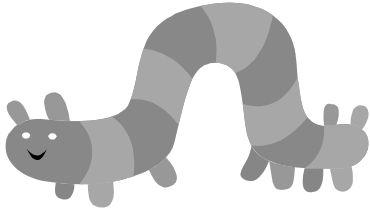


Adventure Recreation and Games Leadership

A compilation of games played
throughout the weekend.





Caterpillar Dodge Ball

The game is played across an area about the size of half of a volleyball court. There are *throwers* on each side like in regular dodge ball. The people in the middle have to each hold on to the person in front of them. The person on the front is the *blocker* or *defender*, as he has no one to hold onto. The line of people behind him has to twist and turn as he moves to avoid being hit by the ball.

The *throwers* on each side try to hit the last person in line. If any person in the line lets go of the person in front of them, they and everyone behind them are out. As people are eliminated, they can join the *throwers* outside the court.

The game requires a space as large as a volleyball court and ball such as a kickball. The activity level is moderate and the length of time would vary based on how many people are participating. A good average would be about *one minutes of play for each person in the line*.

Source: a very good birthday party to which my ten year old son was invited.

Straight Face

One child is it and the others pick a phrase for him. The sillier, the better. Something like "the cat's tail is good." The others ask him questions, and he has to answer everything with "the cat's tail". Questions to ask are similar to:

- What do you brush your teeth with?
- What is your favorite food?
- What do you write with?
- What do you comb your hair with?



When the child that is it laughs, someone else is it and another silly phrase is chosen. Sample phrases are:

My monkey's mustache. Six smelly sneakers. Humpty Dumpty's hat
No space or equipment is required. The game would be useful for passing time with young children while traveling.

Source: about.com, accessed on 14 October 2008, Author: Teresa Plowright

Travel ABC's

Topic: Story of Creation

Scripture: Genesis 1



Overview: Using the ABC's, to show how God's creations can be used to show His love for us.

Supplies: Pencil and Paper

Preparation: Read and discuss the story of creation

Space: designed to play while traveling in church van or car

Level: low activity

Time: 30 minutes on average

Divide the van up into two to four groups. Give each group a pencil and paper. Assign one member of each team to write down the answers and one member to be the spokesperson.

The object of the game is to see how many objects or things seen outside the van can be named with each letter of the alphabet and how that object or thing can show God's love for us (either directly or indirectly). For example, for the letter "T" you can use tree. God created the tree to provide shade on a sunny day (directly). For the letter "H" you can use house. God created the home to provide us shelter (indirectly).

Each letter of the alphabet can be used only once during each game. Each team will be given 10 to 15 minutes to list as many items as they can. One point will be awarded for each letter used. If any team duplicates an answer, then no points are awarded. The team with the most points wins.

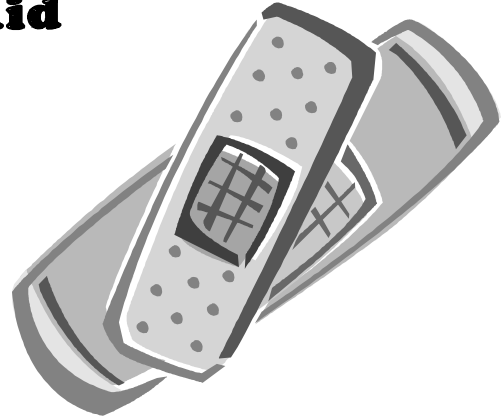
Medical Aid

Topic: The Good Samaritan

Scripture: Luke 10:31-37

Overview: show how we can help others

Supplies: toilet paper and band-aids



Preparation: read and discuss the story of the Good Samaritan

Space: open gym or large room

Level: high

Time: 20 minutes

Divide the class into two groups. Provide each team member with one band-aid and one strip of toilet paper (approximately 10 sheets long). The toilet paper represents bandages (real gauze bandages work best, but can be expensive). Each team will choose one "Jewish Man" to play the part of the injured man. This team member will go to one end of the gym and lay down in the floor. All other team members will remain on the opposite end of the gym and will represent the Good Samaritan.

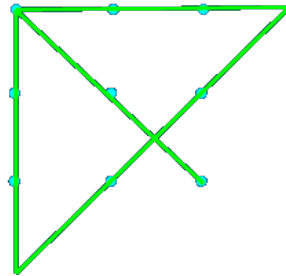
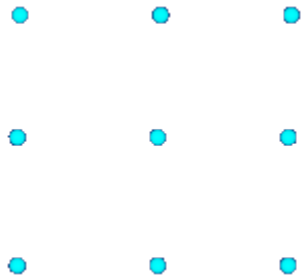
The game is played as a relay race. Each team member will take a turn running down the length of the gym floor, placing either their band-aid or bandage on the injured man and running back to the line and tagging the next team member. Each team member will run the floor twice. (Do not open band-aid until you reach the injured man).

After the last team member returns, all team members will run the floor, pick up the injured man and return him to the Inn. The first team to cross the finish line wins.

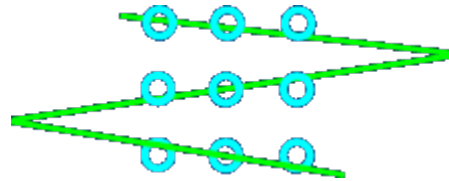


Mind Games and Puzzles

1. Without lifting pen from paper join these nine dots with four straight lines.



2. Using only three straight lines connect these nine dots, without lifting pen from paper or crossing over another line.

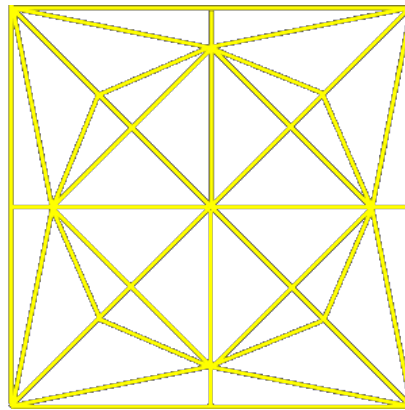


3. What is YYURYYUBICURYY4ME?

Too wise you are too wise you be I see you are too wise for me.

4. How many triangles?

97



5. I'm white and used for cutting and grinding. When I'm damaged, humans usually remove me or fill me. For most animals I am a useful tool. What am I?

Tooth or teeth

6. Though I exist alone, there are often many of us interconnected like the threads of a web. If I am worn, there is an expression that indicates you should not leave me. A man with a name meaning something like 'knowledgeable one' once said that I was number four of a certain set and had less than ten folds. What am I?

A path

7. What is the frequently used English word containing these letters, just like this: OOKKEE

bookkeeper

8. A butcher is 5'10". What does he weigh?

meat

9. An electric train is heading north at 60 mph. if the wind is blowing west at 30 mph, what direction is the smoke blowing?

It is electric, no smoke involved.

10. 2 sons and 2 father go fishing. They each catch one fish. The total number of fish they caught was 3 fish. How is this possible?

It is a grandfather, a father, and a son. The father is a son to the grandfather, and a father to the son.

11. A man lives on the twelfth floor of an apartment building. Every morning he takes the elevator down to the lobby and leaves the building. In the evening, he gets into the elevator, and, if there is someone else in the elevator - or if it was raining that day - he goes back to his floor directly. Otherwise, he goes to the tenth floor and walks up two flights of stairs to his apartment. Why does he only go to the 10th floor?

The man is a dwarf. He can't reach the upper elevator buttons, but he can ask people to push them for him. He can also push them with his umbrella.

Christmas Movie Mixer

Want a great Christmas mixer? This is a quick one that is a fun way to divide into teams.

As students walk in, hand them a PRE MADE card that has only ONE of the following on it:

- A Christmas Story ("You'll shoot your eye out! You'll shoot your eye out!")
- It's a Wonderful Life ("Every time a bell rings an angel gets his wings.")
- Elf ("Singing is my most favorite!")
- A Christmas Carol ("I'm the ghost of Christmas past.")

When it comes time to play the game, have students form a circle around the perimeter of the room. (In other words, spread them out as much as possible.) When you say go, students assemble themselves into ONE of the FOUR possible movie groups by continually saying their line printed on their card. For instance, if student is in the movie group "A Christmas Carol", he or she will keep saying, "I'm the ghost of Christmas past," until he or she finds the rest of his or her teammates.

The object of the mixer is to be the first movie group that fully assembles the quickest.

NOTE: you will want to make sure that you evenly distribute approximately the same number of cards for each movie group. You don't want 30 of one movie and only 2 of another. Make it as even as possible.

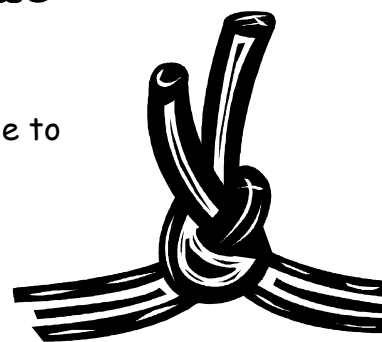


Human Knot Game

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.



Set-Up

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 his or her 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.

How to Play

To play, the groups must communicate and figure out how to untangle the knot (forming a circle of people) without ever letting go of any hands. If you wish, this icebreaker can be played competitively, in which the facilitator says "Ready...Set...Go!"

Goal

Having them communicate with each other and teambuilding.

Storytelling

How to Play

Nothing is needed here except imagination. One person starts a story, taking as much time as they want, and then they pass the story to the next person. Each person in the car takes a turn being as creative as possible. The order of students can either be chosen or not. It depends on if the kinds want an advantage or not. If the kids are especially shy or new to each other, you can even provide story starters. You can find one-phrase story starters all over the Internet.

For example: www.teachersdesk.org/topics/story_start.html

Jell-O-Jam

5-10 minutes to play the game and 15-20 minutes for the lesson.

Materials

Each contestant will need one large bowl of Jell-o and an empty eight-ounce bottle (or one close to that size). You will also need a table and chairs (the contestants may choose to stand). Old T-Shirts or garbage bags would be good to have for this game so that the students don't stain their clothes.

Space

This depends on the number of contestants you have. Three contestants should be able to sit at one table.

Number of Players

May vary depending on your group size and preference.

The Challenge

Seat contestants at a table with their own plastic bottle and bowl of Jell-o. at a signal, players will pick up the Jell-o and try to jam it into the bottles. No pouring is allowed, but players may put the Jell-o into their mouths and spit it back into the bottles. The first person to fully jam a bottled with Jell-o is the winner.

Purpose

This is a game that can be played as part of a youth worship game to express a point that you are trying to make that night in the sermon or Bible study. To show that often times people around us may try to put us into a box or bottle. Or we may do that to others. We should have not have preconceived ideas about each other.

The ideas that were listed in the book and the focus for the Jell-o are to reflect the molds that shape people's lives.

Scripture

Romans 12:1-2

1. the mold of peer pressure.
2. the mold of tradition.
3. the mold of the media.
4. the mold of a true Christian.

Continuous Story

20-45 minutes

Materials

Students creative minds.

Space

This game can be played in almost any setting. It is a good game to play with students on a long road trip.

Number of Players

4-15

Challenge

To create an interesting and complete story

One person in the group will volunteer to start by making up and reciting the beginning of a story with a few (5-6) exciting sentences or a paragraph. The person on his/her left continues the story, picking up where the first person left off. After telling 4-5 sentences or so, they stop (perhaps in mid sentence) and let the next person continue. This continues until everyone has had a turn to contribute and the last person concludes the story with a happy ending, a lesson, or whatever he wants.

Variations

1. Each person ends their turn by leaving the character in a predicament from which the next person must get the character out of.
2. Smaller groups give players more than one turn, to make the story longer.
3. The players decide before beginning on a particular type of story, e.g., humorous, serious, mystery, science fiction.

Purpose

This game is beneficial as a way to get the students interacting with each other. The game will really help students to begin to connect on the way to camp or a mission trip. It can also be used as a way for students to make up stories as a way to reflect from the week they just had on the way home.

The Green Valley

Equipment and Space Required

No equipment needed, just people that can talk and listen. Enough space to fit the people playing into.

Instructions

The game is played while traveling in a vehicle or when you have down time sitting around with some people. The leader starts the game by asking everyone what they think is in the Green Valley. The leader then gives an example of an item in the Green Valley. For example, there are green trees in the Green Valley but there are no bushes. Tell me what else is in the Green Valley. People will guess an item and the leader tells them whether or not the item fits the criteria for the Green Valley. Someone could ask if there are lips in the Green Valley and the leader would respond by saying, there are no lips but there are teeth in the Green Valley. There are teeth, but no mouths in the Green Valley. Are there pine trees in the Green Valley? There are trees but no pine trees in the Green Valley. There are no bushes in the Green Valley either. Is there grass in the Green Valley? Yes, there is grass in the Green Valley, but there are no fields in the Green Valley. The leader responds in ways that are vague until people begin to pick up on the pattern of duplicate letters in each word allowed in the Green Valley. As people pick up on the pattern, they can also respond to other players about items that are in the Green Valley.

Activity Level _____ None. People are usually sitting when playing. This may be played while on a bus on the way to somewhere or while waiting in line or waiting for an event to start.

*The concept is that the item has to have two identical letters next to each other in the words.
Examples: green trees, fuzzy grass, furry kittens, teeth, grass, yellow, etc.*

Time Limit _____ No real time limit to the game. Once everyone has gotten the pattern, you can continue thinking of words that fit the pattern. The game could be ended whenever you need.

4th, 5th, and 6th graders have fun playing this game. It is fun to see how long it takes some people to understand the pattern while others pick up on it very quickly.

Purpose _____ To pass the time and to interact with each other. To get people talking.

Volley/Basketball



Equipment and Space Required

Basketball goals or a gym and volleyball type net. Several volleyballs or soccer balls or playground balls. Basketballs can be used if they are smaller sized basketballs. The space required would be something similar to a basketball gym.

Instructions

Set up a volleyball type net in the middle of two basketball goals. If you are in a gym, put the net across the half court line of the gym. Divide the players into two teams with one team on each side of the net with a goal facing behind them. The players should be facing the net. Each team should pick two shooters. The shooters are the only players allowed in the lane around the basketball goals. Start by having one team serve a ball from their side of the net over to the other side of the net. The serve should be an underhand serve and not a power serve with an overhead swing. The side receiving the serve is supposed to catch the ball and to not let the ball hit the floor. After catching the ball, the team should pass the ball to one of the shooters. The shooters are then supposed to try and shoot the ball into the basketball goal. If the ball hits the ground before going through the basketball goal in any way, the serving team gets one point. If the receiving team catches the ball, passes the ball to the shooter and the shooter gets the ball in the goal without the ball ever hitting the floor, that team scores two points. Now to make the game more exciting, allow two, three and even four balls to be in play at the same time. Depending on how many people you have you can have multiple balls in play. It does require several on-lookers to keep up with the score when there are lots of balls in play.

Activity Level

Can be minimal to very active depending on the rules. Allow the shooters to move around inside the lane in front of the goal so the activity level is reduced. You can allow everyone to run free to catch and shoot to increase the activity. By having the kids stand in one spot, you seem to level the play for the kids. In other words, athletic kids do not have that great of an advantage over the less athletic kids. Every kid can catch a ball if they try.

Time Limit

Play this game until one team scores thirty points which usually takes ten to fifteen minutes. The game could be played for as long as the players continue to be interested.

Purpose

To have kids interact with each other in a playful game that nearly any physically active kid can play.

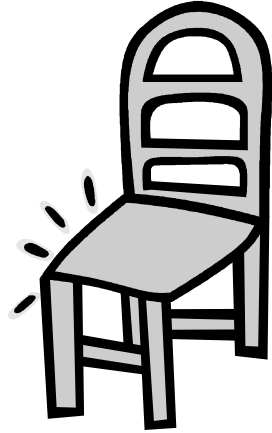
Someone In The Middle

Equipment and Space Needed

Enough chairs for all but one of the players.

A room large enough to place the chairs in a circle, square or open shape where someone can stand in the middle.

A straight line can work also.



Instructions

The game is played in a room with chairs that can be placed in a circle. You need one less chair than you have people playing. Arrange the chairs in a circle with players in each chair facing the center of the circle. One person will be standing in the middle. The middle person will call out a word and the people in the chairs that match the word must get up and move to another chair. The person in the middle is also trying to get one of the empty chairs.

For example, the middle person says January. Everyone born in the month of January must get up and switch chairs with someone else. Whoever is left without a chair is now the person in the middle. You can use months, letters in names, kinds of fruit you like and all sorts of topics as the call words.

Activity Level

High activity level because of the large number of energetic kids playing.

When you have fifty plus chairs in a circle and ten, twenty, or even thirty people running across the circle to grab a chair, things get active very quickly. The game can become too rowdy very quickly.

Time Limit

There is no set time limit for the game.

Purpose

To have fun with each other playing a game.

When you use details such as birthdays, favorite colors and types of music, you can get to know each other.

The Trade-Up Game

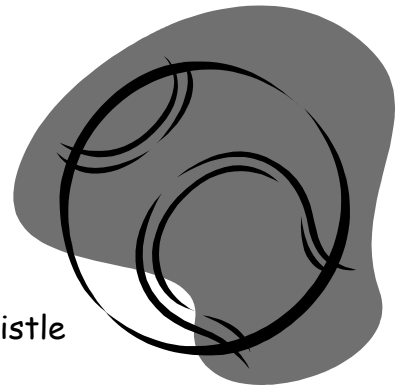
Activity Level	Low
Length of Game	1 or 2 hours (flexible)
Equipment	Something to Trade

Instructions

Have each group of students start with something simple (i.e., a pencil, keychain, etc.). each group of students will then go from place to place seeing what they can get someone to give them for that simple item. The object of the game is to come back with the item of most value in a given amount of time. This game works best in a city or with an adult to drive the students around.

Speedball

Activity Level	High
Length of Game	5 minutes
Equipment	30 or more tennis balls and a whistle



Instructions

Place the tennis balls on the ground in a line and have the students lay face up, head towards the balls on the ground about twenty yards from them. The point is to have less balls than students. When the student are ready, yell "WHAT GAME IS THIS" to which they reply "SPEEDBALL", then blow the whistle. Upon blowing the whistle, the students will get up and run to grab a ball. The students who do not get a tennis ball are out. You repeat this, taking balls out each round until there are two students and one tennis ball. You then place the students on opposite ends of the ball and play the final round. The student who gets the final tennis ball is the winner.

Land Mines

Supplies Blindfolds, water balloons for outside, Styrofoam cups for inside.

Set up a "mine field" by randomly placing the water balloons (or cups) on a marked section of ground. A concrete slab or basketball court works well for this. Grass also works, but you will need to set boundaries.

Divide students into groups of about 4 or 5. Give each team a blindfold. Put the blindfolds on one member of each team. The point of the exercise is for the ENTIRE team to get across the mine field with the fewest casualties, the fastest.

If a person TOUCHES a mine he/she is out (if it bursts water on them, it just makes it more fun). The other team members must be their eyes and tell them which way to go. The blindfolded people crossing the field must stay within the set boundaries, and only one person per team may be on the mine field at a time (so they can't lead them by touch). Team members help each other by shouting directions. Works best if mines are close together and if teams are close together. Adult leaders may yell out random directions to try to throw the teams off.

The trick is (don't tell the kids until after it's over) for the person in the mine field to pick out a certain voice and listen to that one voice.

The Point We need to listen to God's voice instead of all the voices that the world throw at us.

Pile Up

Supplies a twin sized bed sheet for each team

Make two groups of even numbers. Take the two sheets and give one to each group. Have the group lay their sheet down flat on the ground, and tell them that the entire team must stand on the sheet together at the same time, with no one touching any part of the ground that is not covered by the sheet.

Next, have the team get off the sheet and fold it in half. Now instruct them to get their team back on the sheet, once again all of them standing on it together with no one touching any part of the ground other than what is covered by the sheet.

Once they have accomplished this, have them get off of the sheet, fold it in half again, and repeat the process.

The goal of the game is to see which team can have their entire team on the smallest area of the sheet. Tell them to do whatever it takes to fit their group on the sheet, even if it means they must carry each other or pile up on each other.

The Point

No team can do this without full cooperation from every member of the group. They need each other, some for creativity, some for leadership, and some for pure strength and coordination. You can put the focus on communication or on the fact that everyone in the group has something to offer the entire group.

License Plate Phrases

Take turns making phrases out of license plates.

For instance, EDP could be "Every Dog Pants" or "Eagles Don't Party".

Set a time limit and if a person can't come up with a phrase within the limit, they are eliminated.

Last person wins!

- Ages 6 and older
 - 2 or more players
 - competitive
 - creative
-

Marriage Game

The kids get to ask the parents questions to see how much they know about each other. For instance, "What were you wearing the first time you both met?" or "What is Dad's favorite food?" or "What is Mom's all-time favorite movie?"

If Dad is driving, Mom writes down her answer first, and then Dad says his answer (or vice versa if Mom is driving). Give them one point for each answer that matches.

- Ages 6 and older
 - 3 or more players
 - competitive
-

String Words

One person starts out by saying any word. Then players take turn saying words that begin with the last letter of the previous word. For instance, if the first player says "giant" then the second player says a word that starts with "t", like "trash". Then the next person has to say a word that starts with "h". Continue indefinitely.

- Ages 6 and older
- 2 or more players
- cooperative
- educational

Twenty Questions

One person thinks of an object. Then the others take turns asking "yes" or "no" questions to try to narrow down what it is. For instance "is it an animal" or "is it a place?". Whoever guesses the right answer is the winner and gets to think of the next question. If no one gets the answer within 20 questions, the person who asked the question wins!

Optional: if someone asks a questions that gets a "yes" answer, then they are allowed to ask another question.

- Ages 6 and older
- 3 or more players
- competitive

Plane Crash

Items Needed: Blindfolds (about half the number of your expected group size)

Optional: Stereo system to play loud music during the game
(makes the game more challenging)

Group Size: 10-30, Indoors

Space Needed: Room of at least 20x20

Before explaining the scenario and purpose of the game, divide group into even teams (try not to go more than 8 per team). For smaller groups, divide into 2 even teams.

Scenario: Your entire group has just experienced a massive plane crash. Everyone is scattered and injured from the crash. Each student is randomly given injuries. *(It would be helpful if adult leaders could disperse and give selected injuries to all students, for time's sake).* Injuries include and not limited to: loss of eyesight (blindfolds), broken arms, broken legs, panic attacks, paralyzed from waste down, paralyzed from neck down, shock (which prohibits speaking and conversation). There can be multiple injuries if desired. There is also a leak from the engine that is minutes away from exploding...so time is crucial.

Instructions: Each team selects a leader that escaped the scene without an injury. It is each selected team leader's responsibility to rescue their team from the crash. Once the leader successfully brings a teammate to safety (a prearranged safe zone given for each team, preferably at different sections of the room) they are healed of their injury and able to help the leader rescue other team members. Rescue may involve carrying, lifting, leading by the hand, etc., depending on the injury. Only one "healed" person can assist the leader in a rescue attempt. As the game endures, students will likely bump into each other and have to maneuver around injured students. Warning: this will be "organized chaos" to the max, but it is worth enduring. Keep an eye out for cheaters (people walking around with 2 broken legs).

Goal: The team who has all of their participants successfully rescued from the crash wins.

Optional: Everyone blindfolded, even the leader if desired (this will definitely spice things up).

Application of Biblical Truths: Relate the leader who was without injury, to Christ who was without sin. The leaders who were on the rescue mission can be compared to Jesus the Savior rescuing men from sin and death. The injured people can be compared to us who are sinners and unable to help ourselves. Different injuries can represent the way sin affects people in different ways. Everyone was injured and everyone is a sinner in need of rescue and healing that only comes through Christ. You can relate the rescued ones who later go with the leader to rescue others, to any evangelistic application. Discuss the chaos, the confusion, the helplessness, the rescue, the helping, and how that relates to present situations and surroundings. Discuss the dependence on the Savior alone to rescue. You could even relate this to a Bible study on Judges, savior-like leaders, and then drive home the point of THE Savior, Jesus Christ. We all are infected with the sin disease and injured from its effects. We need Christ who willingly came with love and power to rescue, to seek and save, the lost, the injured, those who are in need.

Two Truths and a Lie

10-12 minutes

Easy set-up.

Provide a 3 x 5 inch index card for each student.

Bring a small prize such as candy for the winner.

Distribute a 3 x 5 inch index card to each student. Say: **We're going to play a game called "Two Truths and a Lie." The object of the game is to trick people into thinking one of your truths is a lie and that your lie is true.** Direct students to think of two facts about themselves that people in the room probably wouldn't know, such as something they've accomplished, somewhere they've been, or someone they've met. Then ask them to make up something about themselves. Instruct students to write their names and three thoughts in random order on the cards. Give them about four minutes to think.

Once everyone has a list of three things, collect the cards. Explain: **Now I will read the cards aloud. You will compete against each other to guess two things: (1) whose card it is and (2) which statement is false. Once I've read the third sentence, I'll call on the first person to stand up. You have to get both the name and the lie correct to win the card. The student with the most cards at the end wins a prize.** Read each card, awarding the cards to the students who guess correctly. Award a prize at the end.

When you finish playing, ask: **Was this game easy? Why or why not? How did you decide if a statement about a person was true or false? Does how well you know someone affect your ability to know whether or not he or she actually said something?** Say: **Today we'll look at Samuel. God spoke to him in an unusual way for his time and told him something that was difficult to hear. But Samuel was obedient to do what God said because he knew God's character.**

http://www.slbslessons.com/_0227_Hearing_Gods_Voice/default.aspx?id=19