

# INTRODUCTION

When chaos ensues on the bus to retreat...

When your Life Night ends fifteen minutes too early...

When the rain spoils your great plans for the day...

When your small group needs a change of pace...

When you just want to have some fun...

**This resource is for you.**

Whether you need a quick time-killer between other activities or want to host a night of messy games, this resource has what you need. “Game Changer” is filled with games ranging from tried-and-true favorites to innovative originals, all guaranteed to help you and your group have a blast. But the games aren’t just about having fun. A great game has the potential to not only bring joy but also build community, break down barriers, and make everyone feel welcome. This resource will ensure that you always have the game you need to help make your ministry a success.

## **GAME OVERVIEW**

Each game has an overview section that gives five specifications to help define what kind of game it is and who and what is required to play it. These are designed to help you easily find the perfect game for every moment. The index in the back of this resource has an alphabetical list of every game and its specifications. Be sure to reference it to help find the right games for your needs.

It is highly recommended to read through all of the games listed in this resource. The overview section is meant to succinctly present the important information about a game so as to serve as a quick reference for finding the right games. It should be taken as a suggestion rather than a rule. Many of these games can be adapted to different contexts. Do not let the overview section determine the only way a game can be

played for your group. With a little extra thought, you can make most of these games work and adapt them to be the most enjoyable and engaging version for your group.

The game overview section includes:

**Participants** indicates the ideal number of players or player range for a given game.

**Length** gives a rough idea of how many minutes the game will take to play. Length is relative and may vary based on the number of players in a given group. The time given indicates an approximation of how long it will take to play the game once.

**Indefinite** - These games can be played over and over without a clear ending. They are often played in rounds that do not take very long. These games are great time fillers as they can begin and end as needed.

**Type** indicates the ideal context in which a given game is played. Many of these games can be adapted to work in different contexts.

**Upfront** - These games are played by a few individuals while everyone else watches. Ideally, they offer some form of entertainment value for the spectators.

**Small Group** - These games are best played in smaller groups. Greatly exceeding the recommended number of players may lead to boredom or altered game dynamics. These games work well for a small youth ministry program or a tailored gathering.

**Competition** - These games are designed for a large group that is broken into different teams. They are great for fostering competition between small groups or creating an opportunity for strangers to build community.

**Large Group** - These games are played in a large group all at once.

**Preparation** indicates the amount of effort required to get a given game ready to play. This includes physical setup as well as any idea generation, playlist prep, or purchase needs.

**None** - Great in a pinch, these games are ready to go as long as you have the players.

**Minimal** - These games may require some setup or a little bit of forethought. They can be thrown together in minutes. If a game requires any materials beyond just the players, it is designated in this category or higher.

**Moderate** - These games require intentional setup or forethought. You will need to set aside some time before playing to get everything ready to go.

**Involved** - These games require a lot of setup. You may need to purchase items or search through your inventory to get everything you need. These games create memories and the teens appreciate the effort that goes into them. The only games in this category are from the Messy Games section.

**Materials** gives a list of all the items you will need to play the game.

## MISCELLANEOUS

The final section of this resource contains fifteen messy games. These are fun, high-energy games that will leave players messy. Players should be warned ahead of time whenever messy games are being played so they can dress appropriately.

For any of the games you try, be sure to read the instructions thoroughly. You need to know the game well before trying to explain it to your group. Nothing will make a game fail faster than lack of clarity about the rules.

Don't give up on a game after one try. It may take a few playthroughs before your group gets the hang of the game. Be sure to pay attention to how you might be able to modify the game to make it more enjoyable for your group.

Finally, games bring a light-hearted spirit to youth ministry. They allow teens to play and be active in a fun and supportive environment. Our work is always to lead teens closer to Jesus. Games have a function in this incredible work. They show that we care and help teens to open their hearts to the teaching, discussion, and prayer to follow. Games set the stage for a childlike faith.

Dive into this book with curiosity and creativity and get ready to learn new games that will create memories for your teens!

# **NO PREP GAMES**

# BOPPITY BOP BOP

Participants	Length	Type	Preparation
6-20	Indefinite	Small Group	None

Players form a circle. Choose one person to be in the middle. This person's goal is to point to another player and say "boppity bop bop" before that player can respond with "bop." If the person in the middle is successful, they switch places with the person in the circle.

The person in the middle can fake players out by simply saying "bop" instead of "boppity bop bop." If a person in the circle responds with "bop" to such a fake out, they switch places. However, if the person in the middle says any more of the phrase beyond "bop," then they must complete the phrase, and it does not count as a fake out.



# CLAP ALONG

Participants	Length	Type	Preparation
2+	5-10 min.	Large Group	None

This is a very simple game facilitated by someone at the front of the room. The facilitator should face sideways so that the audience has a side profile view. The facilitator extends their arms directly in front of them and moves them up and down so that from the side their hands appear to continually cross one another. When their hands cross, everyone else must clap once. If anyone does not clap when the facilitator's hands cross or claps when they do not cross, they are out. The facilitator should start slow and gradually increase speed as well as try to fake participants out. **Play continues until only one person remains.**