

IMPACT 2020/21

"YOU ARE THE LIGHT OF THE WORLD. A TOWN BUILT ON A HILL CANNOT BE HIDDEN. NEITHER DO PEOPLE LIGHT A LAMP AND PUT IT UNDER A BOWL. INSTEAD THEY PUT IT ON A STAND, AND IT GIVES LIGHT TO EVERYONE IN THE HOUSE. IN THE SAME WAY, LET YOUR LIGHT SHINE BEFORE OTHERS, THAT THEY MAY SEE YOUR GOOD DEEDS AND GLORIFY YOUR FATHER IN HEAVEN."

## IMPACT GAMES – SESSION 1

### 1. Heads-up Seven-up – Indoor (seated)

What you need: 7 Kleenex (or anything you can place by their heads)

How to play:

- Seven students stand in front of the class.
- The rest of the students put their heads on their desks.
- The seven then move about and each touch (In this case place a Kleenex) a student.
- Once Kleenex is placed, the students who have placed the Kleenex by a student go back to the front of the room.
- Then the seven say “heads up seven up!” The students who have a Kleenex on their spot then get a chance to guess which of the seven placed it there, each of them.
- If they guessed right, they get to change places and be one of the students in the front.

### 2. Blanket Name Game – Indoor (moving)

What you need: A large blanket, or curtain.

How to play:

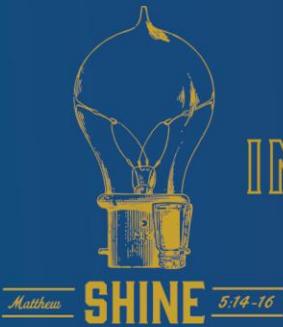
- The Blanket Game is a funny icebreaker to get to know other folks in the room. A large blanket is held up between two groups, and one player from each team stands behind the blanket.
- Then the two people holding up the blanket drop it and the two people have to say the name of the person they are facing.
- The goal of the game is to be the first to identify the other person behind the blanket.
- Whoever says the name first wins and the other person joins their team, the goal is to get the bigger team.

### 3. Catchup - Outdoor

What you need: Nice weather and a building!

How to play:

- Choose one person to be IT, that person stays still well the rest of the group runs around the building the building all in the same direction.
- The goal is for the non it people to make it around the building 5 times without the IT person seeing them move.



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### Rules

- The IT person can stay in 1 spot or can run around the building any direction they want to.
- The non it people have to run around the building the same direction as they started.
  - At any point the IT person can yell CATCHUP, that signifies that everyone has to turn around and go the opposite direction.
- The non it people have to freeze whenever they see the IT person.
- If the IT person sees anyone moving that person is illuminated and has to sit out of the game.
- If the IT person illuminates everyone before anyone has the chance to circle the building 5 times the It person wins!
- If someone circles the building 5 times without getting caught, the Non-It people win!
- At this point you can reset, pick a knew IT person or maybe 2 to make it harder and play again!

### 4. Brainteasers - Online

What you need:

- What you need: Follow this link for many teen friendly brain teasers <https://icebreakerideas.com/brain-teasers/> and their answers
- Here is another link that would be junior high friendly <https://frugalfun4boys.com/30-riddles-brain-teasers-for-kids/> and the answers

How to play:

- IF ONLINE throw the brain teaser onto your screen and share your screen (this works on most platforms) then get the teens to throw up the answer in the group chat, first person to get it right get 5 points, 2<sup>nd</sup> place gets 2pt and 3<sup>rd</sup> place gets 1pt
- Or you can get them to raise there hands and you call them out separately to hear their answer, up to you what works best in your group.



Matthew **SHINE** 5:14-16

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- **IF IN PERSON** Split your youth group into small groups of 4 or 5, depending how you are set up. (My youth group sits around table and then each table is a team.)
- You can either put the brain teaser question on a power point or just speak out the brain teaser. Then get the students to write down their answer and raise their hand whoever is right gets 5 points, second team that had their hands up and got it right gets 2 points, and third team to get it right gets 1 point. Then they do the next brain teaser.
- **An Example Brain Teaser:** A family lives in a large tower apartment building, 10 floors high. Every day their son takes the elevator from the family's apartment on the 10th floor to the ground floor and goes to school. When he returns in the afternoon, he uses the elevator to get to the fifth floor, and then uses the stairs for the remaining five floors. Why? **ANSWER:** Because he cannot reach the buttons higher than five.

