

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."

Indoor games (seated):

1. Heads-up Seven-up

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. Scattergories

What you need:

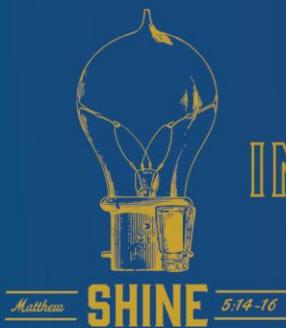
- a. Go to this link and you are golden! <https://swellgarfo.com/scattergories/>
- b. Each team or teen will need a piece of paper and writing utensil

How to play:

- 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.)
- Throw the scattergories generator onto a power point. Then get the teams to write down their answers on a piece of paper. They have a specific time in which to do this. After the time is up go around getting each team to say their answers and mark down if they get a point or not.
- IF ONLINE throw the scattergories game generator onto your screen and then share your screen (most platforms have this ability). Then the teens have a certain amount of time to write down their answers on a piece of paper. Then when the time is done, you can go through the list and each student will unmute their mike and say if they got an answer or not.

Rules

- The generator automatically will choose the letter and show which category list that the players have to fill using words that only begin with the letter given. (Example; with a letter A, category =medicine, answer=Advil)



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- Once time is up you go through each category to see what words each team or teen got. Giving points to words that fit the letter, category, and are different than everyone else.

Rules for acceptable answers

- The first word of your answer must begin with the key letter.
- The articles "A", "An" and "The" cannot be used as key letters. For example, "B" is the key letter for the "movie title", A Beautiful Mind; "P" is the key letter for the "book", The Pelican Brief.
- The same answer cannot be given more than once in the same round.
- For example, you cannot answer Gary for A BOY'S NAME and for U.S. Cities.
- When answering with a proper name, you may use the first or last name, as long as the key letter is the first letter of your answer. For example, if the key letter is G and the category is PRESIDENTS, your answer could be George Bush or Garfield, James.
- Creative answers can be acceptable. For example, if the category is SPICES/HERBS and the key letter is P, you could answer Posh. But if one player challenges the answer, the group must vote on its acceptability.

3. Who Started It?

Who Started It is a variation of the game Wink Murder. Who Started It gets your youth up and moving, while creatively creating actions for the rest of the group to copy.

How to Play:

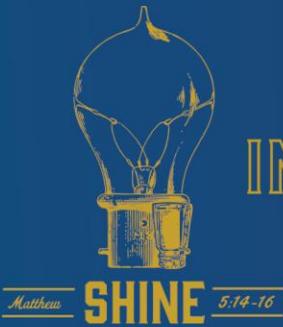
- Follow the same rules as Wink Murder. This time, instead of choosing a murderer you will choose the starter (action maker). This person will start an action, movement or rhythm before the detective re-enters the room and everyone will copy the action that the starter chose. Once the detective re-enters the room and stands in the middle of the circle the starter can switch actions at any given point. The detective has again, 3 guesses to figure out which youth is the starter!
- The goal is to keep the detective from guessing who your starter is!

4. Origami

What you need: Paper and an origami template.

How to Play:

- The internet has many options for you to print.
- You can either walk through the steps together or give each student a guide to follow.



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5. Describe the Picture

What you need: pencils, paper and printed copies of pictures.

How to play:

- Have the students partner off and maintain 6 feet apart.
- Give one kid from each group a picture from either a book, magazine, or internet. Make it simple. Not a lot of detail.
- Then give the other kid a piece of paper and pencil.
- Have the kid with the picture describe it to the other kid and give them a set amount of time to finish it.
- I will leave the time up to you, but do not let it go to long.
- Once done, let the kids compare and then swap rolls.
- I advise printing off several copies of 2 different pictures so that one half does on picture and the other half does another.

6. Sherlock

What you need: Items to use as disguises or changes in appearance. Pencil and paper.

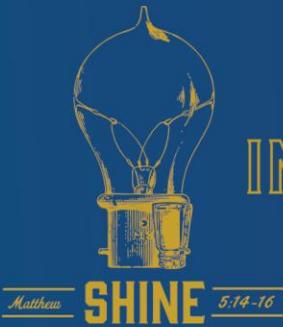
How to play:

- Divide your group into two teams.
- Have the two teams line up facing each other and give the team that are the detectives about 30 seconds to look at the other team.
- Then have the detective team leave the room.
- The team that stayed is given some time to change 10 things about their appearance that are a bit obvious.
- Invite the detective team back in and give them a set time to find all the differences and write them down.
- Then switch roles to play again.
- You can provide things like glasses, hats, and pencils for them to use. However, because of COVID restrictions, you may want to invite the students to bring their own items from home for the game or sanitize before and after use and maintain 6-foot social distancing.

7. Wink Murder

How to Play:

- Have your youth stand in a circle (6 feet apart)
- Choose one youth (or let one youth volunteer) to leave the room, they are the detective



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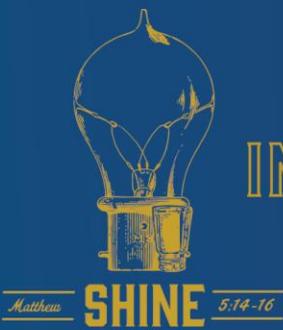
- While the chosen youth/detective is out of the room, collectively choose one person who will be the wink murderer
- Invite the detective back into the room and have the detective stand in the middle of the circle
- The wink murderer (who you collectively chose) is to wink at people discreetly without being seen by the detective
- When a player is winked at they must dramatically die and sit down on the ground indicating that they are out
- The detective has three guesses to figure out which youth is the wink murderer
- If the detective guesses then they win, if the murderer is not guessed, or all of the players die before being guessed, then the wink murderer wins

8. Charades

This is a great game to get all of your youth involved and laughing as the youth try new ways of describing an object using their bodies.

How to Play:

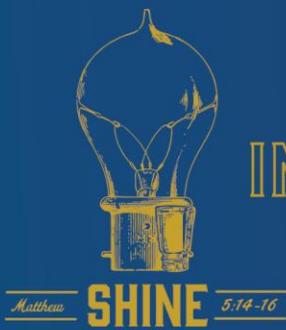
- Split your youth into teams (at least 2 but you can do more if you would like)
- Have a representative from your first team come to the front and face everyone
- Now you can do this next part in two ways:
 - Option 1:
 - Download an app on your device and have it shown on the big screen (I have used the Charades game and Head's Up from the app store)
 - Click the topic you want to choose and get ready to play
 - You will need to man the device to accurately calculate the correct answers and passes so you are not having everyone touch your device.
 - The first team will act out/describe what is on the screen and the representative has to work at guessing what it is that their team is describing though either words or actions
 - Once time is up, switch to the next team and repeat



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- Option 2:
 - Create a list of words or phrases you would like your youth to act out or use one of these resources for some ideas.
 - [120 Easy and Hard Charades Ideas - Suitable for Any Age Group! \(getcharadesideas.com\)](https://www.getcharadesideas.com/)
 - <https://www.countryliving.com/life/entertainment/a31998110/charades-ideas-topics/>
 - Print the words/phrases out and scatter them on the ground at the front
 - Have the youth representative pick a paper to start and set the timer for 1 minute.
 - As the representative starts acting it out their team is shouting out what they think their representative is acting out
 - Once accurately guessed have the representative put the paper they just used in their pocket and pick up a new one. This should prevent the youth from touching everything!
 - Once time is up, switch to the next team and repeat
- Keep track of how many correct guesses each team gets per round
- The goal is to guess the most correct answers as a team before the time runs out!



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Indoor games (moving):

1. Blanket Name Game

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.

2. Paper Airplane Golf

What you will need:

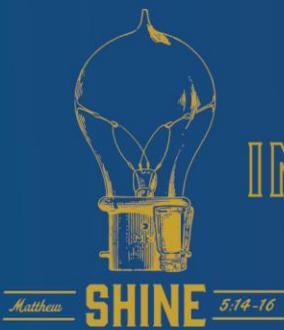
- Cardboard boxes (9 or 18 depending on how many holes you want to create)
- Tape (indicating where to start at each hole)
- Paper (3 sheets per youth, preferably printer paper)
- Pencil/Pen for each pair of youth
- Score cards (You can also allow your youth to keep track of their devices if this better suits you)

Set Up:

- Create a course by placing lines of tape on the ground of where the youth are to start throwing their airplanes from and place the box a reasonable distance away. (Feel free to make it as easy or as difficult as you would like. Be creative!)

How to Play:

- Give each youth 3 pieces of paper
- Instruct them to each create 3 Paper Airplanes and to choose the two best ones to use during the game
- Have the youth split into pairs and give each pair a score card and something to write with



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- Have each team start at a different hole to avoid congestion and to allow the game to flow faster
- The youth will then stand at the tape line for their specified hole and take turns throwing their airplane attempting to get the plane into the box
- The youth will then walk up to where their plane lands and throw again counting how many throws it takes them to get their plane into the box
- Record the amount of throws it takes to get the plane into box for each hole
- Once the youth have gone through all of the holes feel free to have the winners compete with other winners and the youth who lost compete with the other youth who also lost. Once this round is completed you can select the top 2 or so to compete to declare a final winner of the Paper Airplane Golf Championships

Goal:

- To have the least amount of throws possible by the end of the round.

Other Helpful Tips:

- The youth may alternate between the two planes they have made within each hole if they would like, this is similar to changing your golf club in a round of regular golf

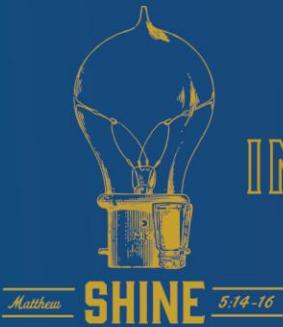
Name:	Hole 1	Hole 2	Hole 3	Hole 4	Hole 5	Hole 6	Hole 7	Hole 8	Hole 9	Total:

3. Flashlight/Laser Limbo

What you need: A flashlight with batteries OR A laser pointer with batteries.

How to play:

- Find an area with some space and turn off a few of the light so that your light can be seen when you turn it on. Hold your flashlight or laser pointer straight out in front of you at any height you choose. Turn it on and then get the youth to do the limbo underneath the light. After everyone has had a turn lower the light and get them to try again, as people fail they are illuminated and can sit on the sidelines and cheer on their friends.



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4. Human tic tac toe

What you need: Tape and an open space.

How to play:

- Mark off 9 squares and put a mark at the middle and measure 6 feet between the marks for social distancing.
- Then have 2 teams and start playing.

5. Don't break the streamers

What you need: Streamers, tape, and a hallway.

How to play:

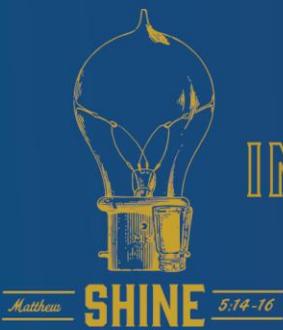
- Tape streamers through a hallway or room at different heights and angles as an obstacle course for the kids to go through.
- The team who gets through without breaking any streamers, wins.

6. GROG

What you need: A Flashlight.

How to play:

- GROG is a very active, play after dark game.
- You also need a building that is conducive to running and hiding.
- The Game Captain (GC) needs to go thru the play area. In the church, they go around and turn off all Sunday School classroom lights. Some doors are usually locked and those rooms are off limits. (We have classroom doors with windows, so the light shines out into the hall, giving us enough light to play. If this does not work for your play area, you need to figure out how to have a low level of light.)
- The GC takes the flashlight apart into at least 3 pieces - the barrel, the battery, and the lens - and hides these pieces throughout the play area. Since the environment is somewhat dark, we tend to hide them in places that are not too very hard to find. Once that is done, the GC goes back to the group and selects the GROG. The GROG is a creature of the dark and goes into the dim play area to hide.
- The GROG's goal is to tag the other players, like freeze tag, The GROG is trying to capture all the players. If a pleyer is tagged, they must sit and wait to be un-freeze. If the frozen player is tagged, they can become active players again. The only way the can un-freeze is if another player has a flashlight piece and tags them with it.



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- The players' objective is to find the flashlight and assemble it. Only the light of the flashlight will put an end to the GROG's existence. Once the players find the pieces of the flashlight and get it working, they go on a GROG hunt. Shining the light on the GROG, or if the GROG tags all the players, ends the game.

7. Human Foosball

What you need: Pool noodles or chairs. Somewhat of a net.

How to play:



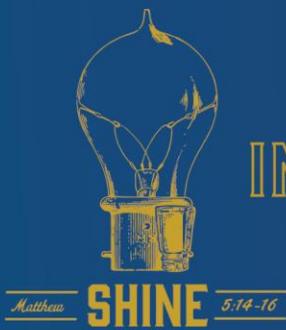
- To start this game each person holds a noodle and you split yourselves into teams of 2 and position your team in the position of a foosball table.
- Human Foosball is the real-life equivalent to tabletop Foosball, played with real people, a soccer ball and in an enclosed pitch.
- Two teams compete for a specified period to score the most goals, or you can play the first team to reach an allotted number of goals (e.g. 10)
- You can also play this with chairs, you space yourself the same way and play while sitting down.

8. Rock, Paper, Scissors

Who does not like playing the classic game of rock, paper, scissors? What better way to play then to make it a team game with your youth group! This game will get your youth active and having a blast in no time!

What you need: Hula Hoops, Pool Noodles, or Tape. (Choose one of the three)

Set Up:



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- Use one of the items above and set them up each six feet apart to maintain social distancing have them form a semi circle

How to play:

- Split your youth into two teams and have each team line up in a line at separate ends of the semi circle.
- Have one of the youth from each team hop from one line/hoop to the next until each team meets somewhere in the semi circle.
- When the opponents meet, they will engage in a round of Rock, Paper, Scissors.
- The winner moves on and continues hopping from one line to the next, the player who lost will return to the back of their line and the next player will start hopping to meet the opposing player and repeats the process.
- Note that this is a race.

Goal:

The goal is to have your entire team make it through the semi circle to win.

9. Swat

What you will need: One less chair than the amount of people you have. Pool Noodle.

Set Up:

- Have your chairs set up in a big circle (6 feet apart)

How to play:

- Have one player stand in the middle of the circle holding the pool noodle
- Go around the circle and have each player create a name fitted to a given theme
 - Example themes include Disney Characters, Animals, Food, Books of the Bible, Movie Characters, Names (your own name), Your middle names...
- Choose one player sitting in the circle to start the game
- The starting player will stand up, state their name and another player's name, and will take a seat
- The player's name who was then called will stand up, state their name and someone else's then sit down
- Repeat this process
- Meanwhile the player in the middle with the pool noodle tries to SWAT which ever player is standing before they say their name and another player's name



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- Once a person is successfully swatted, the swatted player goes to the middle and takes the role of the swatter, and the previous swatter takes the spot in the circle
 - A trick here is that the person who is now new to the circle is not allowed to sit down until they say their name and another player. If they sit down the swatter has full permission to swat them and take their spot in the circle back. This rule keeps the game spicy!

Goal:

- The goal of this game is to speak the names fast enough to avoid being swatted and becoming the swatter

10. Bible Smugglers

What you need:

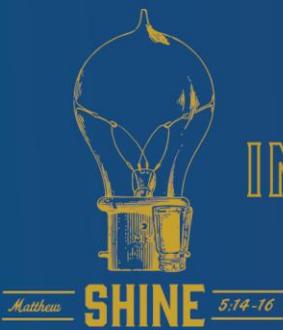
- 1 table
- Whistles - as many as Gestapos, (anywhere from 6-15) (you can also just get the gestapo to yell instead of whistling)
- Flashlights – 2 or 3 for your lighthouses
- Bibles – around 6 or 10
- An area big enough for this to work or use your whole church!
- Enthusiastic Leaders!!

How to play:

- Begin by splitting your group into teams. One group are the Bible Smugglers (all youth). The other group consists of the Gestapo (choose as many leaders as possible & make sure the groups is one ¼ of the Bible Smugglers), two Prison Guards (both leaders for best results) & 3 or 4 Lighthouses.
- The game is played in complete darkness and the object of the game is to get a bible from the distribution area to the Underground Churches (5 or 6 locations revealed only to the Bible smugglers and lighthouses before the game). The underground churches can be a circle of chairs or a desk, anything that a bible can be placed in that signifies a room or a home or an actual person hiding in an area receiving bibles. Place twice as many bibles under the table that you choose to be your distribution place as you have underground churches. So if you have 5 underground church locations – put 10 bibles under the table. One lighthouse should be standing on the table containing the bibles for more of a challenge.

Roles

- Bible Smugglers: Object is to make it to the guarded bibles & deliver them to the Underground Churches without being caught.



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- Gestapo: Object is to detain any Christians that are spotted by the lighthouses & take them to the Prison Guard (or eliminate them on the second time). Every Gestapo member should have a whistle. Free to move about the church, but may only capture prisoners that were detected by the lights.
- Lighthouses: Object is to create patterns with their flashlights to try and make it difficult for the Smugglers to perform their duty. Have someone with a watch blow a horn or make a loud recognizable noise every 2 minutes, at which time all of the lighthouses change the light pattern. (Often Adult sponsors are best suited here)
- Prison Guards: Object is to detain the prisoners for 30 seconds & to be as cruel to them as possible for that time. They also will keep any bibles that were found on the prisoners in their possession for the rest of the game.

RULES:

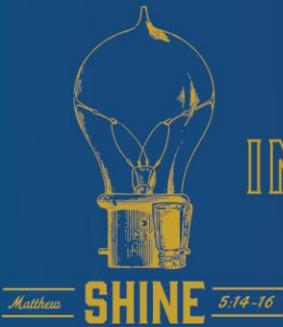
- When a smuggler is spotted by the light, he/she must count silently to 10. During this time, if the Gestapo has seen them, they can detain them. However, after the 10 count they can resume moving about. (Honesty policy is important here!)
- Anytime a Gestapo spots a smuggler, he/she must blow their whistle & yell the name of the prisoner, and then escort them to jail. When the smuggler is called, he/she cannot run, they must go to jail with the Gestapo. (Each member of the Gestapo can only have one prisoner in his or her custody at a time).
- The lights do not stop when a prisoner is spotted, they continue in their pattern at all times. (So, there are advantages & disadvantages to moving your light around too quickly; you may spot more Christians, but you may make it harder on your Gestapo.
- When smugglers are caught a second time, they receive the death penalty and are out of the game. It is more fun if the youth do a dramatic death scene & fall down when the Gestapo shoots them. They are to remain there for the remainder of the game.
- The bibles are placed under the table of the main lighthouse. Play some crazy jungle music or intense music to create a fun environment.
- Play the game until all the Underground Churches have received a bible, or all of the smugglers have been given the death penalty. You could also play for a certain time limit, and change up teams etc. The game can go on for hours & is a blast!

11. The Ah Game

What you need: Enthusiasm and creativeness!

How to play:

- Gather your youth group into a circle (if your group is bigger than 15 you might want to split into 2 groups once the instructions are given)



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- Once in the circle the game starts with someone taking the imaginative ball and “throwing” it to another person that they make eye contact with. (Say ah will throwing) then the person receiving the “ball” with “catch” it well saying “Ah”. Then they need to make eye contact with another person in the circle and “throw the ball” well saying ahh again.
- The point of this game is to stay on beat.
- If someone looses the beat or made contact but doesn’t “catch” the ball they are eliminated.
- Continue to play till there are only to people left.

Outdoor games:

1. Catchup

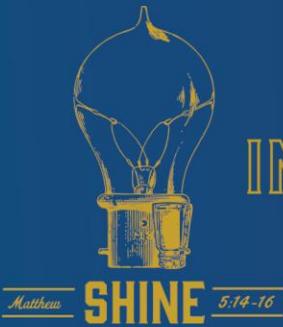
What you need: Nice weather and a building!

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.

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!



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- At this point you can reset, pick a new IT person or maybe 2 to make it harder and play again!

2. Capture the Flag Covid Style

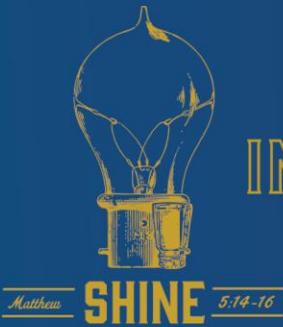
What you need: Enough pool noodles so that everyone can have 1. HINT: you can cut a pool noodle in half. 2 flags and a big space.

How to play:

- Capture the Flag Covid style is the same as Capture the flag except that each person has a pool noodle and tags the other people's noodle with their noodle. This insures no contact and social distancing can happen.
- ALSO, the flag needs to be fabric and placed so that team members can take the flag using their noodles instead of touching it with their hands.
- Split your group into 2 teams
- Start all players at a neutral location on the edge of the playing area.

Rules

- When the game begins, players try to cross into opposing teams' territories to grab their flags. Some teams might strategize beforehand and designate some players as seekers (who will go on the offense to try to find the other team's flag) and others as guards (who will protect their own flag).
- Teams should not guard their flags too closely, allowing social distancing to occur. One way to do this is to disallow players to be within 10 feet of their own flag unless an opposing team's player is present.
- When a player is in an opposing team's territory, they can be captured by that team's players. If they tag the player, the player must perform a task—say, five [jumping jacks](#) or three push-ups—before returning to their own territory.
- Players are safe and can't be captured any time players cross back to their own team's territory.
- The game ends when one team has successfully grabbed the flag(s) from the other team or teams and returned to their own territory.



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3. Kick the Can

What you need: Can, or bucket.

How to play:

- One person (or a team of people if the group is large) is designated to an empty can that is placed in the open playing field.
- With eyes closed, they then count to an agreed upon number, and the other players run and hide.
- They then try to find and tag each of the players, always keeping a watchful eye on the can.
- Any player who is tagged is sent to the “jail,” usually in plain sight of the can.
- The rest of the free players attempt to kick the can before being tagged out.
- If they can kick the can without being caught, they set all the captured players free.

4. Snowman building competition

What you need: Snow.

How to play:

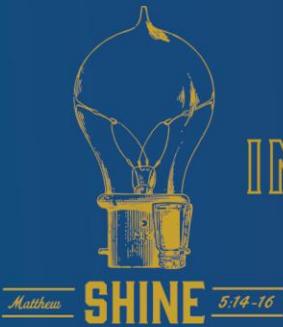
- Have fun in the snow with a friendly building competition.
- You can do snowmen, forts, or sculptures.
- Have fun, then have a vote for the best.

5. Fox and Goose

Why not go outside and get not only some fresh air but some physical activity! Fox and Goose is a great winter tag game that I have adapted uniquely to include pool noodles!!!

How to Play:

- Go outside and create a large circle in the snow by walking and packing the snow down, you may also use some pylons or something else to help mark out the circle
- Create at least 2 (or more, depending on the amount of youth) lines perpendicular to each other in the middle of the circle
 - If you have a lot of youth feel free to create a few big circles and get a few games going
- Have the youth stand around the circle and have 1 or 2 youth as the taggers (fox)
 - This is where the pool noodles come in!
- The Fox will use the pool noodle to tag people who are on the outer circle and the fox will start in the middle of your circle (where the lines join together)
- Let the fox start the game and try to tag some other students who are the geese



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- The idea with the circle and middle lines is that they have to stay on them and can not create lines of their own
- Once a fox tags a goose they switch roles (the fox becomes a geese and the goose become a fox)
- The new goose gets a 10 second get away
- The goal of the game is to not get tagged by the fox

Online Games:

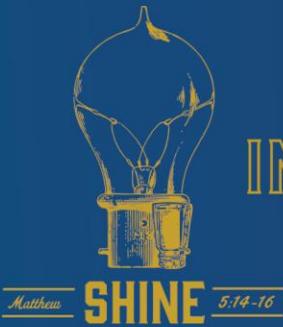
1. Brain teasers

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, 2nd place gets 2pt and 3rd 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.
- 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 the do the next brain teaser.



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- 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.

2. Picture Scavenger hunt – Can be done inside or outside

What you need: Cameras

How to play:

- To play this game the group leader goes and takes pictures of little details in or out of the church (like the whole of a birdhouse) and then have the students find those details and when found take a picture with it, go back to the youth leader and get the next detail.
- Split the group in teams of 2, and the first pair who find all the detail pictures win.

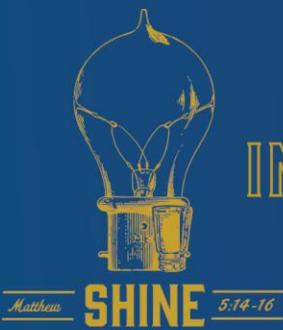
3. Among Us

What you need: The Among Us App

How to play:

- Get your teens to download the Among Us game on their electronic device (this is a free game on mobile devices)
- Then you can create a private group so that it is safe and secure for your youth only! (Depending on the size of your youth group you may have to make more than one Among Us gaming group)
 - But, HOW DO I DO THAT? Quite simply!
 - To play Among Us online, select Online at the main menu. Enter your name in the field at the top and then select Host. You'll be taken to the lobby once you select Create Game and customize the settings. Then Leave the button at the bottom at the Private setting. Then share the code at the bottom of the screen with your teens. They will need to input the code in the Private section of the Online menu. (if this doesn't make sense ask one of your teens, they will know!!)

Rules



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- The basic overview of Among Us is simple. A crew of 4-10 (usually 10) players are at a location doing tasks while 1-3 impostors (usually 2) are doing everything they can to sabotage their efforts and kill them all. The game ends in one of four ways.
- If all impostors die. (Crew Win)
- If all tasks get completed. (Crew Win)
- If there are an equal number of crew and impostors. (Impostor Win)
- If the crew fail to stop a catastrophic sabotage (Impostor Win)
- Games can be longer or shorter based on the number of players, their skills, and the options selected by the play group. When a game starts, you will be assigned a role, either as crew or impostors, and your goals and how you achieve them will change based on that.

4. Kahoot

How to play:

- Pre-make a Kahoot designed for you students.
- You can add inside jokes, or things you are learning about.
- You can also look up Kahoots that are your students level,
- To make your own, go to kahoot.com and click on the option 'create'.
- Fill out your questions and answers as well as a time limit.
- Create a title and have fun.

5. Just Dance

This is a simple and fun activity to do either online or in person!

How to play:

- Youtube some just dance songs, put it on the big screen or if you are online, screen share it with your youth, then Just Dance
- It's as simple as that!



Matthew **SHINE** 5:14-16

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Paper Airplane Golf Score Sheets:

Name:	Hole 1	Hole 2	Hole 3	Hole 4	Hole 5	Hole 6	Hole 7	Hole 8	Hole 9	Total:

Name:	Hole 1	Hole 2	Hole 3	Hole 4	Hole 5	Hole 6	Hole 7	Hole 8	Hole 9	Total:

Name:	Hole 1	Hole 2	Hole 3	Hole 4	Hole 5	Hole 6	Hole 7	Hole 8	Hole 9	Total:

Name:	Hole 1	Hole 2	Hole 3	Hole 4	Hole 5	Hole 6	Hole 7	Hole 8	Hole 9	Total:

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Name:	Hole 1	Hole 2	Hole 3	Hole 4	Hole 5	Hole 6	Hole 7	Hole 8	Hole 9	Total:

