

THE OFFICIAL AWANA YOUTH MINISTRIES GAME BOOK

93 Exciting Games and 2 Boring Ones

THE OFFICIAL AWANA WORLD MATHS 93 GAME BOOK

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THE OFFICIAL AWANA YOUTH MINISTRIES GAME BOOK

Your role as game director is as important as any of the other leadership roles in your youth ministry program.

Here are a few pointers for an effective Game Time:

1. Remember your time limit. You want to plan enough games to fill the entire time. Always have an extra game or two ready in case you have some time to fill or if you decide not to play a game for some reason.
2. Keep the games moving. A good game director knows when a game is going well and the teens are enjoying themselves. Be sure everyone is engaged, either as a participant or a cheerleader!
3. Keep your audience in mind. While you may love dodgeball, playing it every week with 14-year-old girls is probably not the best idea. Remember to keep a balance between high and low intensity games.
4. Feel free to alter the games to fit your space and to meet the needs of your group dynamics. If your Journey™ group is made up of 13 freshman girls, you will probably play different games than you would if your group was senior boys. Likewise, if you play one of the games in the book and discover that a different twist or rule works better for your group, use it. You do not have to follow our instructions to the letter.
5. Go online to the Awana Youth Ministries™ Facebook® page and ask for help if you're wondering how a certain game is played. Ask other leaders what's worked for their group.

6. Remember that games are a time to relax and have fun. You're not attempting to teach a serious lesson every time someone runs a race. At the same time — if the game can be used as an illustration during your Large Group Time, take advantage of it.
7. Seriously — if your group doesn't enjoy a game, don't play it again.
8. Trek® and Journey programs often have co-ed activities. Be alert to avoid any physical contact between genders, i.e., don't have boys versus girls in touch football. Be sure competition is fair — the anchors in a relay should be of the same gender, etc. If your Trek and Journey groups are combined, you might want to also specify ages for certain games. For instance: "In our next relay you will need to begin with a middle schooler and then have a high school girl run the second leg and finish with a high school boy." The purpose here is to guard against a smallish seventh-grader running against a 180 pound (82 kg) high school quarterback. You know the teens in your group. Be aware.
9. Once they reach Trek and Journey, most teens are responsible enough to be careful about their own food allergies. But be sensitive to the issue and avoid games that will exclude individuals for this reason.
10. Accidents do happen. Be sure to check with your Awana® commander or other person in leadership on how to fill out an incident report if a teen gets hurt. Even if the injury is minor, you need to keep track of the student's name, the time of the accident, and the response of the leaders.

Note to the Game Director (cont.)

On the next page, you'll see a list of icons that represent items you will need for the games. Icons may also suggest whether the game should be played outside, how intense the game is and how difficult. For example, if you see a sun, a balloon, a thermometer and a gauge, you will know that the game is best played outside, uses balloons, has a medium intensity and a low-skill level needed to play. The icons are a way for you to see quickly the requirements of each game. The icons also help you gather the necessary equipment.

No two programs are alike. Some meet in churches with huge gyms. Others share a smaller room with Sunday school classes, Bible studies and younger Awana clubs. Some have access to large outdoor areas, others are in cities where outside play is limited. Some have 100 teens, others just a few. We've tried to design this book for use with all programs. If a game doesn't work for you the way we've drawn it up, adapt it to fit your use. Be flexible and don't be afraid to experiment.

For more information on running an effective Game Time, check out the *Awana Game Director Role Book*. This resource is an essential tool for every game director.

Do you have a great game that your teens love to play that isn't in this book? Please let us know about it so we can share it with others. Send your ideas to ym@awana.org.

Have a great time!

How to Use This Book

Next to each game title, you will find one or more icons to indicate what type of game it is. Browse through the book and look for games that meet your needs, or check the indexes in the back for a listing of all games marked with each icon. The icons represent the following types of games:



Awana Youth Ministries
Summit AwanaGames™



Relay



Uses beanbags



Riddles, Puzzles and Skits



Uses balloons



Everyone participates
at the same time



Uses balls



Uses food



Outdoor game



Uses blindfold

Intensity Level



Low



Medium



High

Skill Level



Low



Medium



High

Aliens vs. Predators



Stuff you need

Colored bracelets or stickers to identify the players

Who gets to play

Everybody, divided into three groups with this approximate ratio — for every 15 players, have 12 humans, two aliens and one predator. The game probably works best with at least 15 players.

Ready

Establish a large outdoor play area, preferably with trees and other obstacles and with defined boundaries.

Set

Pick your aliens and your predators (usually your more athletic teens). Identify them in some way — color of bracelet (see below) or color of sticker. If you can't find colored stickers, you can use white ones with an H, A or P written on them.

Go

Release the humans to enter the area. After three minutes, release the aliens. They attempt to find and tag the humans. When a human is tagged by an alien, he must give up his bracelet or sticker and is out for the rest of the game. After three more minutes, release the predators. They attempt to find and tag the aliens. When an alien is tagged by a predator, he must give up his bracelet or sticker and is out for the rest of the game. Designate an area for those who are out of the game.

AND THE WINNER IS ...

Play continues until all the humans are caught by the aliens, in which case the aliens win, or all the aliens are caught by the predators, in which case the humans and predators win.

But wait ...

You must have the right balance of each category of player.

Or you could try ...

Buy cheap masks or hats to identify the aliens and a foam sword for the predator.

Stuff you need

Nothing

Who gets to play

Everybody, divided into two equal teams

Ready

Come up with a list of “issues” for everyone in the group to suffer — everyone is afraid of walls, everyone thinks they’re downs, everyone thinks they have bugs in their ears, everyone thinks they’re 3 years old, etc.

Set

One team goes first. The playing team picks one player, the guesser, to leave the room while you tell the rest of the players on that team what their issue is.

Go

When a team is ready, the guesser returns. The players with the issue begin acting out their problem without saying anything. The guesser tries to guess what their issue is. You should decide whether the guess is close enough. Time the play. When a guesser guesses her team’s issue correctly, the other team takes a turn. Continue play as long as time, interest and issues last.

AND THE WINNER IS ...

The team with the lowest cumulative time.

But wait ...

Players who are acting out the issues cannot make any noise.

Or you could try ...

Set a one minute time limit. After time runs out, the other team gets to confer and come up with one guess. If they guess the issue correctly, they get to knock 10 seconds off their time.



Stuff you need

One stuffed animal about three feet (0.9 meter) tall

Who gets to play

Everybody, divided into four equal teams of at least two players

Ready

Clear a square room or outdoor area of all items.

Set

Divide players into four teams and assign them to protect a wall/goal line. Place the stuffed animal in the center.

Go

When the whistle blows, teams play soccer with the animal, trying to get it across the goal or against the wall of any team but their own. They cannot touch the animal with their hands.

AND THE WINNER IS ...

The team with the fewest number of goals scored against it at the end of a designated period of time.

But wait ...

The animal will probably split open after a while. Have duct tape handy for repairs, or just continue playing with whatever is left.

Or you could try ...

Use more than one animal. Or let players throw, but not carry, the animal



Atomic Balloon



Stuff you need

A bag of 9-inch (23-cm) balloons and a roll of duct tape for each team

Who gets to play

Everybody, divided into equal teams

Ready

Give a bag of balloons and a roll of duct tape to each team.

Set

Teams can divide into those who blow up balloons and those who tape if they want.

Go

When the signal is given, players blow up the balloons, tie them and duct tape them together into a big ball.

AND THE WINNER IS ...

The team that gets all of its balloons taped together first in the shortest amount of time.

But wait ...

Add a 10-second penalty for every balloon that pops.

Or you could try ...

After the race is over, have another race to see which team can pop all its taped-together balloons first without using hands.

Stuff you need

Two basketballs

Who gets to play

Everybody, divided into two equal teams. One player from each team participates at a time.

Ready

On a hard surface such as a gym floor or parking lot mark a circle with a diameter of about 15 feet (4.5 m).

Set

Give the basketballs to the first player from each team.

Go

At the signal, the players dribble the basketballs into the circle. While continuing their own dribble, they attempt to disrupt the dribble of the opposing player.

AND THE WINNER IS ...

The player who continues dribbling the longest.

But wait ...

Players are not allowed to make more than incidental body contact. They are attempting to stop their opponent from dribbling by knocking the ball away, not by slamming the opponent off his feet. You can decide whether to police the style of dribble and disqualify players who dribble with both hands or who “carry” the ball between bounces.

Or you could try ...

You can have as many players compete as you have basketballs.



Balloon Shoot

Stuff you need

A large supply of uninflated balloons, a tape measure

Who gets to play

Everybody, divided into at least two equal teams. This game can be played with as few as one player per team. If you have less than four players, have each person take a pre-determined number of turns.

Ready

Designate a starting point at one end of the play area.

Set

Give every player an uninflated balloon and have them line up in the order in which they will play.

Go

When play begins, the first player blows up the balloon but does not tie it. She releases the balloon. The second player goes to where the first player's balloon landed and repeats the action. Play continues until everybody has had a turn.

AND THE WINNER IS ...

The team whose final balloon lands the furthest from the starting point after all players have taken their turns.

But wait ...

Because of the erratic flight of the balloons, many balloons will end up closer to the starting point.



Or you could try ...

Determine a finish spot, and the winning team is the team with the final balloon that lands closest to the finish spot. Or players could compete individually — each player blows up her balloon and launches them at a signal. The one that travels the furthest from the starting line wins. Or players loosen one shoe. The first player kicks the loosened shoe as far forward as he can. The second player goes to where the shoe landed and repeats the action. The team that kicks for the longest cumulative distance wins. But make sure players aren't being hit by flying shoes!

Balloon Soccer



Stuff you need

Forty 9-inch (23-cm) balloons (10 in each of four colors), four large plastic bags

Who gets to play

Everybody, divided into four equal teams of at least two players

Ready

Blow up and tie the balloons.

Set

Place the balloons in the center of a square room or play area.

One player from each team is designated a “goalie” and assigned a place in a corner. Each goalie should be in a different corner.

Go

When the whistle blows, players run to the center and attempt to kick their own team color balloons to their goalie, who grabs them and places them in the bag. Players can attempt to stomp on or misdirect other teams’ balloons.

AND THE WINNER IS ...

The team with the most balloons in its bag after all the balloons are in bags or burst.

But wait ...

Only the goalie can touch the balloons with his hands.

Or you could try ...

Allow the goalies to roam around the room with their bags. Once a balloon is in a bag, it is safe.

Stuff you need

Enough bananas for the number of teams, a supply of paper plates, clear tape and toothpicks, sturdy table(s)

Who gets to play

Everybody, divided into teams of three

Ready

Set a banana on a plate for each team.

Set

Have the teams stand by their plates. This game has two parts. For part one, the teams are instructed to peel their banana and divide the fruit into six sections. When they have done this, give them the rest of the rules and a supply of tape and toothpicks.

Go

When the signal is given, team members work together to reassemble their banana using tape and toothpicks.

AND THE WINNER IS ...

The first team to get its banana reassembled and looking something like a banana.

But wait ...

The reassembled bananas must hold together when picked up by one end.

Or you could try ...

Have players reassemble their bananas blindfolded.



Bandage Race



Stuff you need

A large supply of adhesive bandages (enough for 10 per player per round)

Who gets to play

Everybody, divided into teams

Ready

Divide the group into teams and give each team a supply of adhesive bandages (still in their wrappers).

Set

Have each team stand in a circle facing inward.

Go

When the whistle blows, players must put a bandage on each finger of both hands. They must work with the teammates on either side of them to unwrap and apply the bandages.

AND THE WINNER IS ...

The first team to have all team members with a bandage on each finger.

But wait ...

No player can have two hands touching a bandage or a wrapper at any given point during the game. Players must work cooperatively with players on either side to unwrap and apply the bandages.

Or you could try ...

Once your teens have played the game once, do it again blindfolded.

Stuff you need

Ten beanbags, one blindfold

Who gets to play

Everybody, divided into two equal teams

Ready

The players from one team should spread out around a room (not more than 50 feet (15 m) from the thrower). Players can either sit (destroyers) or lie down (battleships).

Set

One player from the other team should sit near a wall with his back to the playing area. He should be blindfolded and given the beanbags.

Go

The thrower should toss the beanbags back over his shoulder into the playing area. He gets one point for each destroyer he hits and two points for each battleship.

AND THE WINNER IS ...

The team that scores the most points when everybody has had a turn as the thrower.

But wait ...

Battleships and destroyers cannot move to avoid the beanbags. This game moves very slowly and takes a lot of time. There is rarely a "hit."

Or you could try ...

Play in a small area where there is very little room and allow destroyers and battleships to move to avoid hits.



Beanbag Bomb Drop

Stuff you need

A card table, at least five beanbags in each of four colors

Who gets to play

Everybody, divided into four equal teams

Ready

Place the card table in the center of the room.

Set

Divide players into four teams and have them stand against the wall, one team to a side. All teams should be the same distance (at least 15 feet [4.5 m]) from the table.

Go

When the signal is given, players toss their beanbags at the table and attempt to get them to land on the surface.

AND THE WINNER IS ...

The first team to get all of its beanbags on top of the table.

But wait ...

Thrown beanbags that do not land on the table can be retrieved and carried (not thrown) by a team member who must crawl at all times. Players are allowed to knock the beanbags of opposing teams off the table.

Or you could try ...

Have players turn their backs on the table and toss the beanbags over their shoulders. Or divide the table into sections with tape and mark each section with a point value.



Stuff you need

One stopwatch, one sturdy tricycle, one blindfold and 10 pins or pylons for every 10 players

Who gets to play

Everyone, divided into pairs. Pairs should be boy/girl if possible.

Ready

Mark or designate start and finish lines on opposite ends of a large room, parking lot or other smooth area. Set out the pins in an uneven row between the two lines.

Set

Have the first pair go to the start line. The boy sits on the tricycle wearing the blindfold. The girl stands next to him.

Go

When the signal is given, the boy rides the tricycle to the finish line, passing to the right of the first pin, to the left of the second pin and so forth. The girl calls out directions to help him navigate the course blindfolded. When the pair crosses the finish line they switch places, with the boy walking and calling directions and the girl riding blindfolded. Time them and keep track of their time. The second pair repeats the action and so on until all pairs have had a turn.

AND THE WINNER IS ...

The team that completes the course in the fastest time.

But wait ...

Players can move the tricycle by pedaling or by pushing with their feet, but they must remain seated at all times.

Or you could try ...

Have the rider's partner remain behind the start line and call out directions while other players shout to confuse him.



The Bomb!

Stuff you need

A set of oversized clothes for each team. You should at least have a sweatshirt, pants, shoes and a hat, but can also include socks, a button-up shirt, a belt, a necktie or anything else you can think of. A supply of 9-inch (23-cm) balloons

Who gets to play

Everybody, divided into two teams

Ready

Blow up the balloons and tie them.

Set

Give a set of clothes and a balloon to the first player from each team.

Go

When the signal is given, the players bat the balloon up in the air and put on the clothing (over their regular clothes). If the balloon touches the floor, or pops, the player must remove the clothing and start over.

AND THE WINNER IS ...

The first player to be completely dressed without allowing her balloon to touch the floor or pop.

But wait ...

Establish consistent rules for buttoning of shirts, tying of shoes, etc.

Or you could try ...

Have players race to get dressed and undressed. Or play it as a relay, with teammates dressing, undressing and then passing the clothes to the next player.



Stuff you need

Two sets of 66 wood blocks with a book of the Bible written on the front and spine, two tables (Ask around your church. There is probably somebody who enjoys working with wood and will be happy to cut these for you.)

Who gets to play

Everybody, divided into equal teams. If you have a large group, it will probably work better to divide play into rounds of five players each.

Ready

Place the tables about 15 feet (4.5 m) away from each other.

Set

Each team gathers around a table with a set of blocks. Players scramble the blocks on the table top in any way they see fit.

Go

When the whistle blows, teams run to the opposite table and put the blocks in Bible order.

AND THE WINNER IS ...

The first team to place the blocks in Bible order.

But wait ...

No catch really, just a race against the other team.

Or you could try ...

Play it as a tournament with games each week during March (to coincide with the basketball tournament). Make a bracket chart for the wall. As a variation, or if you can't get wooden blocks, write the names of the books of the Bible on plastic cups and stack them in order, or on cardboard and arrange them on the floor. Or you could have the teams arrange them in Bible order for round one, in reverse Bible order for round two and alphabetical order for round three.



Bowling Ball Hockey



Stuff you need

Two or four bowling balls (one for each team), two bowling pins for each team, two brooms for each team

Who gets to play

Everybody, divided into two or four equal teams (depending on the number of bowling balls you have). Two players from each team participate at a time.

Ready

Mark or designate a large square playing area with a smooth surface. Place two pins on each team's line at least 15 feet (4.5 m) apart. If you are playing with two teams, the team lines should be across from each other. If you are playing with four teams, each team defends one side of the square.

Set

Place as many bowling balls as there are teams in the center of the square. Give brooms to two players from each team and have players stand with their brooms in the center of the square by the bowling balls.

Go

When the signal is given, players attempt to sweep the balls toward opponents' pins to knock them over. If a team's pin is knocked over, that team is given a point. The pin is then set back up in place. Rotate players every two minutes.

AND THE WINNER IS ...

The team with the fewest points after a designated period of time or after everyone has taken a turn.

But wait ...

Players cannot kick the bowling ball or touch it (other than incidental touching) with anything except the broom.

Or you could try ...

Use footballs instead of bowling balls.

Stuff you need

A small garbage can or 5-gallon (19-L) bucket and a soccer ball for each team

Who gets to play

Everybody, divided into equal teams. One player per team participates at a time.

Ready

Place the can in a designated area for each team.

Set

Have one designated player from each team stand in the designated area next to a soccer ball. The other players should surround the designated player in a circle large enough to enable the designated player to play.

Go

When the signal is given, the player attempts to get the ball into the can without using his or her hands. Other players on the team can use their feet to help keep the ball in the designated area, but cannot assist in getting the ball into the can.

AND THE WINNER IS ...

The first player to get the ball into the can. You can give each player a turn and keep a cumulative score.

But wait ...

If the can tips over, the player must set it upright without using her hands before continuing. The ball cannot be put into a knocked-over can, and the can must remain upright after the ball is in it.

Or you could try ...

Use different size or shaped balls for each player — tennis balls, footballs, playground balls, etc. Or set the buckets at one end of the play area and the balls at the other. When the signal is given, players run to the balls and kick them back to the designated area by their buckets.



The Butler

Stuff you need

A pair of winter gloves for each team, a bag of wrapped candy for each team, a bowl for each team

Who gets to play

Everybody, divided into equal teams of at least four players

Ready

Place a bag of wrapped candy and a pair of gloves for each team at one end of the room. Mark or designate a starting line on the other end of the room.

Set

Teams line up in single file behind the starting line.

Go

When the whistle blows, the first player runs to the other end of the room, puts on the gloves, reaches into the bag for a piece of candy, takes it out of the wrapper and puts it in the bowl, takes off the gloves and puts them on the floor, then runs back to the starting line and tags the second player. Players repeat this action.

AND THE WINNER IS ...

The team that gets all its players back across the starting line first.

But wait ...

Players must pick the piece of candy from the bag and remove the wrapper using their gloved hands only. They cannot remove the gloves or use their mouths to remove the wrapper.

Or you could try ...

Fill each bag with the same amount of candy and continue play until one team empties the bag. Or play with mittens instead of gloves.



Candy Race

Stuff you need

Six bowls and 2 pounds (0.9 kg) of small, multi-colored candy per team

Who gets to play

Everybody, divided into equal teams

Ready

Place six bowls and 2 pounds of candy on tables for each team.

Set

Have team members gather around their tables.

Go

When the signal is given, players sort their candy into the bowls by color.

AND THE WINNER IS ...

The first team to completely sort its candy in the shortest time.

But wait ...

Five seconds are added to the total time for every piece of candy that falls on the floor. Players are not allowed to eat any candy until the game is over.

Or you could try ...

Race to form the candy into words or pictures on the table tops.



Capture the Flying Disc



Stuff you need

Several flying discs (at least 10, the more the better), a “tail” for each player (string, sock, handkerchief). You may want to designate teams by color of shirt or some other means to make it easier for your players to recognize teammates and opposing players.

Who gets to play

Everybody, divided into two equal teams

Ready

In a large, open gym or outdoors, mark a line to divide the space into two equal areas. Within each area, mark or designate an area to be the “jail.” Near the back center of each area, mark a circle for the flying disc zone.

Set

Place half the discs in each zone. Have the players gather in their team areas. Have each player loosely tuck a “tail” into the back of his pants so that at least two-thirds of it is sticking out. Teams will probably want to pick a few players to be jailors and a few to be guards of the zone.

Go

Players attempt to get from their team area to the opposing team’s zone. Once there, they can throw two discs back toward their own team area. The disc can travel the entire distance from the zone to the opposite area, or it can be thrown from player to player. Once across the line, the discs are taken to that team’s zone. Opposing players can intercept thrown discs and toss them back toward their own area. Players are also attempting to grab the tails of opposing team players who enter their team’s area. When a player loses his tail in the opposing team’s area, he has to go to the

opposing team's jail. A teammate can release him from jail by reaching the jail (without losing his own tail) with tails taken from opposing team players. Once he reaches the jail, he can give jailed teammates a tail. They are then free to leave the jail, but as soon as they leave the jail boundaries, they are liable to lose their tails again.

AND THE WINNER IS ...

The team that captures all the discs or that has the most discs when play is stopped. If there is a tie, the team with the fewest players in the opposing jail wins.

But wait ...

Players cannot lose their tail in their own team's area. Discs cannot be carried by players in the opposing team's area. Once a disc enters a player's own area, he can carry it to his team's zone. When players are freeing teammates from jail, they can give up their own tail to free a jailed player; but then they, themselves, must remain in jail until they receive another tail.

Or you could try ...

Discs can never be carried, only thrown, even by a player within his own area. Or you could play with footballs or stuffed animals instead of discs.

Caterpillar Races

Stuff you need

Four full-size, flat bed sheets

Who gets to play

Four equal teams of at least four players

Ready

Mark or designate a starting line approximately 25 feet (7.6 m) from a wall or turnaround point.

Set

Divide your players into four teams. Give each team a sheet.

Go

When the whistle blows, teams lay the sheets flat on the floor. The first player from each team lies on one end of her team's sheet and rolls herself up like a cocoon. When she is rolled up, she inches or rolls her way across the floor to the turnaround point and back to the starting point. She then unrolls herself from the sheet and the next person takes his or her turn and repeats the action.

AND THE WINNER IS ...

The first team to get all of its players back to the starting line, unrolled and standing.

But wait ...

Teammates can help with the rolling and unrolling but cannot help the rolled-up player make her way to the turnaround point and back. If a sheet becomes unrolled or otherwise separated from a player during her turn, her team is disqualified.

Or you could try ...

If you play the game outside, you could route the course through a wet area or through an obstacle such as a car tire.



Cheese Battle

Stuff you need

Three-quarter-inch (2-cm) plastic wall conduit cut into 16-inch (41-cm) lengths for each player, a large supply of cheese balls, a 5-gallon (19-L) bucket for each team

Who gets to play

Everybody, divided into equal teams

Ready

Mark or designate a line on one end of the playing area.
Place the buckets at least 20 feet (6 m) out from the line.

Set

Give each player a length of conduit and access to a supply of cheese balls.

Go

When the signal is given, players attempt to get the cheese balls into their team's bucket by blowing them through the conduit.

AND THE WINNER IS ...

The team to get the most cheese balls into its bucket after a designated period of time or when all the cheese balls are gone.

But wait ...

It's going to get messy. Some girls won't like to get the orange stuff in their hair, which will happen, particularly if you allow the kids to play as suggested below.

Or you could try ...

After, or instead of the game, just let the kids shoot the cheese balls at each other without any rules.



Cheesehead

Stuff you need

One shower cap and one container of cheese puffs for each team, shaving cream

Who gets to play

Everybody, divided into equal teams

Ready

Mark or designate two lines at least 10 feet (3 m) apart.

Set

Have one player from each team stand behind one of the lines and put on a shower cap and cover it with a thick layer of shaving cream. Have the other players stand behind the other line with the containers of cheese puffs.

Go

When the signal is given, teams throw the cheese puffs at their players with the shower caps and try to get the cheese puffs to stick in the shaving cream.

AND THE WINNER IS ...

The team with the most cheese puffs stuck to the shower cap after a designated period of time.

But wait ...

Players cannot step across the line to throw the cheese puffs. Players wearing shower caps can move their heads to intercept cheese puffs, but cannot use their hands in any way at any time.

Or you could try ...

Have leaders wear the shower caps.



Stuff you need

A box of crackers for each team

Who gets to play

Teams of three, one player to be the "stackee" and two to be the stackers

Ready

Give one box of crackers to each team.

Set

Have one player lie on the floor facing the ceiling.

Go

When the signal is given, the stackers stack crackers on the forehead of the person lying on the floor. After a designated period of time, blow the whistle again to stop the stacking. Count the number of crackers in each team's stack.

AND THE WINNER IS ...

The team with the most crackers in its stack.

But wait ...

The player lying on the floor cannot help with the stacking or balancing. He or she can only lie still and try not to laugh.

Or you could try ...

You can limit the stacking to a single stack or allow for more creative arrangements. Or have one player from each team stand near the stackee of the next team cracking jokes to try to make the person laugh and spill his crackers.



Crosswords

Stuff you need

A set of letters printed on sturdy paper or cardboard. Use the approximate percentage of letters as that used in a SCRABBLE® game.

Who gets to play

Everybody, divided into at least two equal teams

Ready

Spread the letters face down in the center of the room.

Set

Teams designate one person as the runner.

Go

When the signal is given, the runner from each team runs to the center and grabs four letters. He brings them back to his team where he and his teammates attempt to make a word from the letters. At regular intervals, call out, "Take four." The runner then returns to the middle and grabs four more letters. Teammates attempt to make words in crossword fashion, either by making a new word that connects to an existing word at a 90 degree angle or by adding or running parallel to an existing word. Once a word has been added to the crossword, it must remain in place. Letters cannot be removed and reused for other words. Continue play until there are no more letters in the center, then give the teams another two minutes to form all remaining letters into words before signaling the end of the game.

AND THE WINNER IS . . .

The team that uses the most letters to form a crossword consisting of actual words.



But wait ...

Once the runner touches a letter, he must take it. Letters must form words in all directions, so if two words are running parallel to each other, the two-letter crosswords must also be real words.

Or you could try ...

Have teams take turns playing on one large crossword.

Dance, Monkey, Dance!



Stuff you need

One set of cards with various activities written on them for each team, one paper bag for each team

Who gets to play

Everybody, divided into equal teams

Ready

Come up with as many activities as there are players on each team. Write the activities on matching sets of cards so each team has the same set of activities. Place the card sets in paper bags. Activities can include: running one lap around the room; singing "Happy Birthday" to a cartoon character; taking off both shoes and both socks, then putting them back on; doing five push-ups, etc.

Set

Have the teams line up against the walls of the room. Give the first player on each team the bag.

Go

When the signal is given, the first player pulls out a card, reads it and performs the activity. When she has finished, she gives the bag to the second player who performs the next activity. Play continues in this fashion.

AND THE WINNER IS ...

The first team to complete all the activities.

But wait ...

A leader should be positioned with each team to make sure the activities are completed in the proper fashion.

Or you could try ...

Include activities that involve the entire team: forming a letter of the alphabet, running around the room holding hands; lining up in order by age, etc. Each team must complete one activity, then reach in the bag to get the next one.

Stuff you need

Two chairs

Who gets to play

Everybody, divided into two teams

Ready

Place the two chairs facing each other about 4 feet (1.2 m) apart.

Set

Have one player from each team sit in the chairs. Designate one as the “comedian” and one as the “stoic.”

Go

When the signal is given, the comedian has one minute to make the stoic laugh. He can use facial expressions, body language, noises or words, but he cannot leave the chair. If the stoic laughs, the comedian's team gets one point. If the stoic does not laugh during the minute, his team gets a point. After the minute is up, or after the stoic laughs, two more players take a turn, with the two teams changing roles — the team that had the comedian for the first turn now has the stoic, etc.

AND THE WINNER IS ...

The team that gets the most points after a predetermined number of turns.

But wait ...

Monitor the game to make sure players are using appropriate humor. If the judge determines that a player is getting out of line, he gives one warning. A second warning will result in loss of a point and the end of the turn.

Or you could try ...

Have teens attempt to make leaders laugh and vice versa.



Don't Lose Your Marbles



Stuff you need

Two buckets, two large bowls, a large supply of marbles, two sturdy sticks at least 4 feet (1.2 m) long, two soup spoons, duct tape

Who gets to play

Everybody, divided into two equal teams

Ready

Attach the handles of the spoons to the ends of the sticks with duct tape. Fill the bowls with marbles and place them on the floor. Place the buckets on the floor about 2 feet (61 cm) from the bowls.

Set

Have the players line up in single file near the bowls. Give the first player in each line a stick/spoon.

Go

When the signal is given, the first player attempts to scoop marbles out of the bowl and drop them into the bucket. At random intervals give a signal for the player to hand the stick/spoon to the next person and go to the end of the line. Play continues for a predetermined length of time.

AND THE WINNER IS ...

The team that gets the most marbles into the bucket.

But wait ...

Players are only allowed to use the stick/spoon to transfer the marbles. The stick must be held within 6 inches (15 cm) of the end opposite the spoon.

Or you could try ...

If you have a small group, you could give each player his own bucket and stick/spoon and have them competing for marbles from one large bowl.

Stuff you need

One floor hockey goal for each team (or just one if your teams take turns playing); a variety of balls (tennis ball, soccer ball, football, rubber or plastic baseball, plastic golf ball, basketball, etc.); the equipment used to hit the balls you choose. (For example: if you use a baseball, you need a baseball bat; if you use a golf ball, you need a club.)

Who gets to play

Everybody, divided into two (or more) equal teams. If you have a small number of players, individual players can take multiple turns.

Ready

Place the goal or goals at one end of the playing area. Mark or designate a foul line on the other end of the area.

Set

Line the teams up behind the foul line with the balls and other equipment.

Go

When the whistle blows, the first player picks up a ball and attempts to get it into her goal using the action appropriate for that ball. For example: a football must be punted toward the goal, a basketball must be thrown and bounce at least once, a golf ball must be putted with a golf club, a tennis ball must be hit with a tennis racket, etc. A leader should be by each goal to keep score and a second leader should carry the balls back to the team so other players can use them.

AND THE WINNER IS ...

The team that scores the most goals when a predetermined number of players have taken their turn.



But wait ...

All balls must be launched, hit, or thrown from behind the foul line. If a player crosses the foul line, her play does not count and the next player takes her turn.

Or you could try ...

Use the wrong action for each ball: hit the football with the golf club, putt the golf ball with the tennis racket, hit the soccer ball with the baseball bat, punt the baseball, etc. Or have everybody participate together and try to break the group record.

Stuff you need

A kickball. Play outdoors or in a large room.

Who gets to play

Everybody, divided into two equal teams

Ready

Designate one team to “bat” (rounders) and one to play the field (fielders).

Set

One player from the rounders team should get ready to kick the pitch. The rest of the team should line up in a single-file line next to the batter but out of the way of the kick. (Players should bunch as closely together as space and gender issues allow.) The fielders should spread out over the game area. The game leader should pitch for both teams as in kickball.

Go

The pitcher should softly roll the ball toward the batter. The batter kicks the ball, then runs laps (the rounder) around his lined-up teammates. He gets one point for each lap around the team. Meanwhile, the fielders retrieve the kicked ball and form a line of their own with the player with the ball in front of the line. The ball is rolled down the line between the legs of all the fielders. When the last person in line receives the ball, he holds it over his head. As soon as he holds the ball up, the rounder stops running. All full laps around his team count as points. Repeat this process until every player on the rounders has had a turn kicking and rounding. Then switch positions — the rounders become fielders and the fielders become rounders. Repeat the action.



Fielders and Rounders (cont.)

AND THE WINNER IS ...

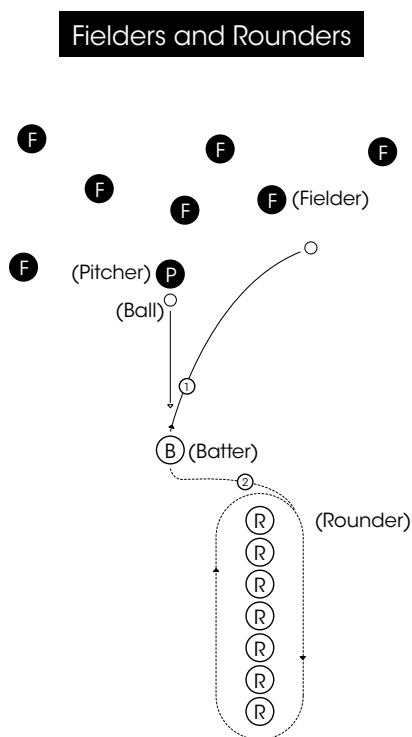
The team that has the most accumulated points (based on completed laps around the team).

But wait ...

Only complete laps around the rounders team count as points. Every player on the fielders team does not have to touch the ball as it passes through the players' legs down the line, but it must pass through the legs of every player.

Or you could try ...

Play guys against girls and have the guys run backwards. Or play with the batter blindfolded. His teammates will then have to guide him around the lined-up team.



Stuff you need

Four 5-gallon (19-L) buckets and one coffee can for each team,
a supply of water

Who gets to play

Everybody, divided into equal teams

Ready

Punch four or five holes in the bottom of the coffee cans (punch them from the bottom so the sharp points are inside the can). Mark or designate two lines at least 30 feet (9 m) apart.

Set

Place an empty bucket for each team behind one of the lines. Have players line up behind the other line with two buckets filled with water. Give the first player from each team a coffee can.

Go

When the signal is given, the first player fills the coffee can with water from the bucket, places the coffee can on her head and runs down to the other line and dumps the water (or what's left of it) into the empty bucket. She then runs back to her team line and hands the coffee can to the second player who repeats the action. Play continues for a designated time or until one team fills the empty bucket.

AND THE WINNER IS ...

The team that fills its bucket first, or the team that has the most water in its bucket at the end of a designated period of time.

But wait ...

You can have teams designate a leader or player whose job it is to refill the buckets from a water source. If the water source is some distance from the playing area, this can add strategy to the game.

Or you could try ...

Use a sponge instead of a coffee can. Players still have to carry it on their heads.



Stuff you need

A variety of soft balls (sponge balls, soft rubber balls, playground balls, partially-deflated soccer balls, rubber footballs), items to use as goals or tape to mark goals

Who gets to play

Everybody, divided into two equal teams, or if you have a large number of teens, divide players into several teams of three to six players and run the game as a tournament.

Ready

Designate or mark several goals around the playing area. These can be squares taped on the wall, existing basketball goals, chairs, etc. There should be matching goals on either end of the playing area. The goals should be as equal as possible. Have both teams try to make a basket at opposite ends of the floor, or have both teams try to hit a taped square the same distance off the floor, or have both teams try to hit chairs placed across the playing area from each other. If you're playing outdoors, you will need to set boundaries to limit the playing area to the approximate size of a basketball court. Mark or designate a line dividing the playing area into two equal halves.

Set

Each team should pick three to six players to participate at a time, depending on the size of your playing area and the number of teens you have. Choose which ball you will use for that heat and designate goals to shoot for. One player from each team goes to the center of the playing area for the "jump ball." The other players can position themselves anywhere in the playing area.

Go

When the ball is thrown in the air for the jump ball, players compete to retrieve it. Teammates pass the ball around the playing



area and attempt to make goals. When a player receives the ball, she can only take three steps (in any direction) and then must pass the ball to a teammate. If a player takes more than three steps with the ball, she is called for traveling, and the ball is turned over to the other team at the spot of the violation. When the ball gets within shooting distance of the goal, players can attempt to throw it and hit the goal. Shots at the goal can only be taken from within the same half of the playing area as the goal.

The team that does not have the ball can do anything in its power to block passes and shots and gain possession of the ball. But they cannot make physical contact with a player on the other team. If physical contact is made by a defending player, the player with the ball gets a free shot at his team's goal from where he stands. If physical contact is made by a player with the ball, the ball is turned over to the other team at that spot.

AND THE WINNER IS ...

The team that scores the most goals at the end of a predetermined amount of time or number of heats.

But wait ...

After each goal, or after a predetermined length of time, start a new heat. With each heat change, substitute players should enter the game (if there are more kids than can play at one time), the goal should change and a new ball should be used.

Or you could try ...

Use flying discs, stuffed animals, etc., instead of balls for some of the heats.

Flying Disc Competition

Stuff you need

A large supply of flying discs, a volleyball net

Who gets to play

Everybody, divided into two teams

Ready

Set up the volleyball net across the middle of a gym or outdoor area.

Set

Divide players into two teams; line them up at opposite ends of the room or outdoor area. Give them each an equal number of discs.

Go

When the whistle blows, the first team member throws a disc and tries to hit the volleyball net. Each team member takes a turn, playing one at a time.

AND THE WINNER IS ...

The first team to hit the net with 15 discs.

But wait ...

Discs that pass under or over the net without touching it become the property of the other team, which can continue throwing them according to the rules outlined above until they pass back under or over the net.

Or you could try ...

Have everybody throw their discs at the same time. Leaders will need to watch to keep track of discs hitting the net.



Stuff you need

A large supply of small water balloons, twist ties for each balloon, a wading pool, a fishing pole for each team — a dowel rod with a string tied to one end and a blunt metal hook (not a fishing hook) tied to the other end of the string, a 5-gallon (19-L) bucket

Who gets to play

Everybody, divided into equal teams

Ready

Fill the water balloons and tie them off. Wrap a twist tie around the neck of each balloon so it forms a loop. Place the water balloons in the wading pool. Mark or designate a line at least 30 feet (9 m) from the pool.

Set

Behind the line, have one leader for each team standing next to a bucket. Players line up behind the line near their leader. Hand the first player on each team a fishing pole.

Go

When the signal is given, the players with the poles run to the pool and attempt to hook a water balloon. When they've hooked a balloon, they unhook it and toss it to their leader, who catches it and puts it in the bucket, and then the fisherman passes the pole to the next person on his or her team, who repeats the action.

AND THE WINNER IS ...

The team that has the most water balloons in its bucket.

But wait ...

There will be a lot of water, and floors can get slippery. It's probably best to play outdoors or with a lot of towels handy.

Or you could try ...

Include some much larger balloons that count double.



Hazard Ball

Stuff you need

Two basketballs

Who gets to play

Eighteen players divided into two teams of nine players

Ready

Mark or designate two parallel lines 15 feet (4.5 m) apart

Set

Have players line up nine players to a line, alternating teams. In other words, one line would have a player from team 1 in the first spot, a player from team 2 in the second spot, a player from team 1 in the third spot and so on. The opposite line would begin with a player from team 2 in the first spot and then alternate on down the line. Give the first player in each line a basketball.

Go

When the signal is given, the first player on each line passes the ball with a bounce pass to the first player on his team on the opposite line. So the first player on line 1 would be passing it to the second player on line 2 who would pass it to the third player on line 1, and so on. When the ball reaches the end of the line, it is then passed back to the first player in the same way.

AND THE WINNER IS ...

The first team to get the ball back to the first player.

But wait ...

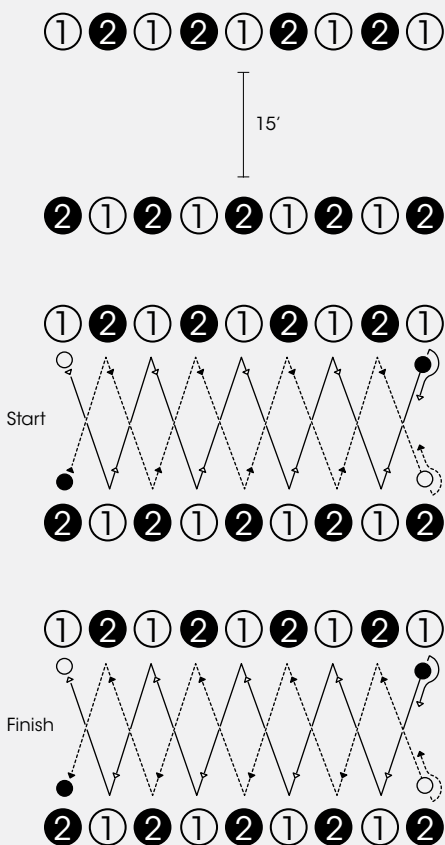
If a ball is deflected or fumbled, the last person who touched it must retrieve it and return to her position in line before play continues. Each pass must bounce on the floor at least once.



Or you could try ...

Play it with two balls per team, beginning at both ends of the line.

Hazard Ball



Hold the Line



Stuff you need

One or more soccer balls, stickers and markers

Who gets to play

Everybody, divided into four teams

Ready

This game can be played on the Awana Game Square or any indoor or outdoor square play area at least as large as the game circle. Place a soccer ball or balls in the center of the area.

Set

Divide players into four teams and have teams line up on their own side of the square, from shortest to tallest. Number the players beginning at the short end of the line. Players retain their number throughout the game, but do not have to stay in the same order on the line. To help you keep track of your players, you can give each player a sticker with his number on it to wear on his shirt.

Go

Call a number. The player from each team with that number runs to the center of the area and attempts to kick the ball (or balls) across any team line but his own. When the ball crosses a team line, that team gets a point. After a point has been scored or a random period of time has passed, call another number. The earlier players return to their team lines and are replaced by the players with the new numbers. Players on the team lines attempt to keep the ball from crossing their line. When they grab a ball, they must toss it somewhere in the play area.

AND THE WINNER IS ...

The team with the FEWEST points when play stops.

But wait ...

Players in the center of the play area cannot use their hands to touch the ball. If they do, they are disqualified and must return to their team line. That team plays without a player in the center until another number is called. Players on the team lines are allowed to use their hands to stop the ball from crossing their line. Players on the team lines must keep at least one foot behind their team line at all times. If they cross the line with both feet, a point is given to their team. A player on a team line cannot score a goal by throwing the ball across an opposing team's line.

Or you could try ...

Call more than one number at a time so multiple players from each team play at the same time. Or players on the team lines can't use their hands.

Hoop Marathon

Stuff you need

One large plastic hoop for each team

Who gets to play

Everybody, divided into equal teams

Ready

Give each team a hoop.

Set

The first player from each team should place the hoop on the floor and stand inside it.

Go

When the whistle blows, the player picks up the hoop and begins to twirl it around her waist. The player continues doing this as long as she is able. When the hoop touches the floor, that player leaves it and returns to the team line. The second player picks up the hoop and twirls until it touches the floor. The third player follows and so on.

AND THE WINNER IS ...

The last team to still have a twirling player.

But wait ...

Hoops must be twirled around the waist. A player cannot twirl it around her neck, arm or other location on the body.

Or you could try ...

Play leaders against teens.



Stuff you need

Two or more soft dodgeballs

Who gets to play

Everybody (10 to 40 players)

Ready

The game is played in a room the size of a game circle or a bit larger. No boundary lines are used in this game.

Set

Place the balls in the center of the room. Have the players line up along the walls of the room.

Go

When the whistle blows, players run to grab the balls. Players attempt to get other players out by hitting them with the balls. When a player has a ball, she must stand in one spot without moving around until the ball is thrown. When a player is hit, she must sit down on the spot. When a player throws a ball that is caught on the fly, the throwing player must sit down.

AND THE WINNER IS ...

Play continues until there is one fewer player standing than there are balls in the game. If you are using two balls, play until only one player is left standing. If you are using three balls, play until two players are left standing.

But wait ...

Sitting players are not out. If a sitting player catches a ball on the fly, she can stand and resume play and the throwing player must sit down. If a ball rolls within reach of a sitting player, she can grab it and attempt to hit a standing player. If she does, she can stand and the hit player must sit down. If a standing player is tagged by a sitting player, she must sit down and the



Human Pinball (cont.)

sitting player can stand. The exception to this rule is ball possession. A player with a ball is safe from being tagged. Players cannot use balls to deflect thrown balls.

Or you could try ...

If the game is being dominated by athletic kids, make a rule that they have to throw underhanded.

Stuff you need

One 6-foot (1.8-m) foam swimming pool noodle for each team

Who gets to play

Everybody, divided into equal teams of six players

Ready

Mark or designate start and finish lines about 40 feet (12 m) apart.

Set

Have teams line up behind the start line with a noodle. Players each take hold of the noodle and hold it over their heads.

Go

When the signal is given, teams race to cross the finish line. Players are not allowed to move their feet while holding the noodle, and must advance the noodle by inching it along. The last player in line lets go of the noodle and runs to the front end. When he grabs hold of the front of the noodle, he calls out "Go!" The player who is now last repeats the action. Play continues until all six players cross the finish line with the noodle.

AND THE WINNER IS ...

The first team to get all six players across the finish line with the noodle.

But wait ...

At least five players must be holding the noodle at all times. The last player cannot let go until the first player has yelled, "Go!" and the first player cannot yell, "Go!" until he has grabbed the noodle. The only limit to how far the noodle can travel as each player runs forward are the rules that the other five players must be touching the noodle at all times and that no player can move his feet while touching the noodle.

Or you could try ...

Have players turn the noodle every time they touch it, so that the front end becomes the back end and so forth.



Indoor Baseball

Stuff you need

Four bases or spots marked or designated as bases, one strong, stiff spatula, a bag of marshmallows or a supply of ping-pong balls

Who gets to play

Two even teams, with the size determined by the size of your group and the size of your playing area

Ready

Set out or mark the bases. Pick a leader to be the umpire who calls balls and strikes. Mark a pitchers "mound" about 15 feet (4.5 m) from home plate.

Set

Divide the players into two teams. One team should play the field and one be at bat.

Go

Play with regular baseball rules, using the spatula as the bat and the marshmallows (for a small area) or ping-pong balls (for a larger area) as the balls.

AND THE WINNER IS ...

The team that scores the most runs after a designated number of innings.

But wait ...

In addition to making outs as in baseball, the team on defense can throw the "ball" at opposing runners. If the "ball" hits the runner while he or she is off base, the runner is out.

Or you could try ...

Have the team "in the field" use plastic cups to catch and throw the "ball." The fielders cannot touch the ball with their hands.



Stuff you need

One large inner tube (large enough for all your players to fit through) for each team

Who gets to play

Everybody, divided into equal teams

Ready

Have teams line up in a straight line. Each team member should hold hands with the person on either side. The first player in line can hold his free hand out. The last person in line should put his free hand in his pocket.

Set

Hook an inner tube on the free arm of the first player.

Go

When the whistle blows, the first player steps through the inner tube and moves it on to the second player. The players continue moving the inner tube down the line by having each player step through the tube.

AND THE WINNER IS ...

The first team to get the inner tube all the way down the line.

But wait ...

Players' hands must be locked at all times. If a player lets go of the hand of the player next to him, the team has to start over.

Or you could try ...

For variation, or if you have smaller teams, you can have players stand in a circle holding hands all the way around. Play for a predetermined length of time and count how many laps around the circle the tube makes in that time.



Stuff you need

A large stack of newspapers

Who gets to play

Everybody, divided into equal teams

Ready

Come up with a list of items that can be found in a newspaper — a baseball box score, a crossword puzzle, a picture of the president, a picture of a flag, a picture of a particular sports star, an obituary, an ad for milk, etc.

Set

Give each team a stack of newspapers.

Go

Call out an item from your list. Teams race to find that item in their newspaper, tear it out and bring it to the game leader. The first team to bring the item to the game leader gets a point.

AND THE WINNER IS ...

The team that gets the most points.

But wait ...

There will be a lot of mess. You can clean it up by playing a game to see which team can get all their paper into a plastic bag first.

Or you could try ...

Call out a sentence and have players race to see who can first make the sentence by finding the words in the newspapers and tearing them out.



Stuff you need

One small piece of paper for each player, one cup or hat to draw from

Who gets to play

Everybody

Ready

Write an X on one of the pieces of paper (or on two, if you have a large group). Place the pieces of paper in the cup or hat.

Set

Have everybody draw one piece of paper. Players should not show their paper to any other player. The person who draws a piece of paper with an X is IT.

Go

When play begins, IT attempts to tag other players by winking at them. When a person is winked at, he is to say "I'm out" and sit down, but he should not draw attention to IT. If someone notices IT winking at a third person, she can call him out. If she has correctly identified IT, the game is over. If she has not correctly identified IT, she is out and the game continues.

AND THE WINNER IS ...

The IT, if he tags everyone, or the person who identifies him.

But wait ...

Make sure IT knows how to wink.

Or you could try ...

You can have the players sit in a circle or play while they are milling around the room. It would even make a good campfire activity.



Stuff you need

Behind-the-door prizes: cans of pop, bags full of cat food, candy bars, bags of onions, etc. Be creative and come up with a list of desirable and not-so-desirable items.

Who gets to play

Everybody, divided into equal teams

Ready

Set the prizes out of sight behind three doors (or other hidden spots).

Set

Prepare in advance a list of objects, stunts and talents to challenge the players. For example: the longest collective shoelace; longest time standing on one leg; loudest individual scream; first person to bring you a penny, a photograph of a dog, a note from school, a toy, etc.

Go

Call out a challenge and give points for the team that meets it. Every so often, stop the challenges and have the team with the most points trade their points for whatever is behind the door of their choice. After they've gotten their prize, their point total goes back to zero and they begin accumulating points again.

AND THE WINNER IS ...

There is no winner. Some teams will be happier with their prizes than others.



But wait ...

There's no catch, really, except for whatever you hide as prizes behind the doors. Some players may end up with more prizes than others. If this is a problem, you can allow your players to pick their own teams (so they're responsible for the outcome).

Or you could try ...

In addition to the play outlined above, you could also keep a cumulative score and offer the winning team a genuine prize like a pizza party.

Limbo

Stuff you need

A dowel rod, length of PVC pipe or other rigid pole at least 6 feet (1.8 m) long

Who gets to play

Everybody

Ready

Have two leaders hold either end of the pole at shoulder height.

Set

Players line up on one side of the pole.

Go

At the signal players attempt to pass under the pole in "limbo" form, with their faces looking up. After each player has passed under the pole, the leaders should lower it 6 inches (15 cm). Action repeats, with the pole being lowered after each pass.

AND THE WINNER IS ...

The player who goes under the pole at the lowest height.

But wait ...

If a player falls backwards so that his shoulders or back of his head touches the floor, he is disqualified.

Or you could try ...

Have the leaders hold the pole as high in the air as they can. If you're playing outdoors, players form teams and run relays with water balloons. The first player runs under the pole while tossing the balloon over the pole and catching it. When she reaches the other side of the playing area, she runs back, repeating the action, and hands the balloon to the next person. The first team to have all its players back at the starting area wins. You can also substitute other items for the balloons, such as plates piled with shaving cream.



Monkey Ball

Stuff you need

One soccer ball, two goals or areas designated as goals, colored ribbons to identify the teams. This game can be played in a gym or outdoors.

Who gets to play

Everybody, divided into two equal teams. You may want to identify the teams with colored ribbons tied around the arms.

Ready

Mark or designate the center line, the foul lines and the goal area as on a soccer field.

Set

Divide your players into two teams. Place the soccer ball in the center of the field.

Go

When the signal is given, players play a game of soccer but without using their feet to kick the ball.

AND THE WINNER IS ...

The team that scores the most goals in the designated time.

But wait ...

Players can only bat the ball with their hands. They cannot carry it or move it with their feet. Otherwise, play by standard soccer rules.

Or you could try ...

If you are playing in a small indoor area, have players play on their knees.



Monster

Stuff you need

Two identical flashlights

Who gets to play

Everybody, divided into two teams

Ready

Disassemble the flashlights and hide the parts (lens, barrel, batteries) around a large room or outside area free of obstacles. If it's likely that parts will get lost, you can hide them in plastic bags or small boxes.

Set

Divide the group into two teams and designate somebody to be the "monster."

Go

When the whistle blows, teams scramble to find the parts of a flashlight, assemble it and shine its light on the monster.

AND THE WINNER IS ...

The first team to assemble its flashlight and shine the light on the monster. While the group is searching for flashlight parts, the monster roams around and tags anybody it can find. Tagged players must freeze in place until the game is completed.

But wait ...

If everybody is tagged before a flashlight can be assembled and shone on the monster, the monster wins. Leaders should be attentive to prevent inappropriate or violent contact.



Or you could try ...

If a player bumps into a frozen player, both players should identify their team. If both are from the same team, both are unfrozen and free to play. If the frozen player is from the other team, the frozen player is unfrozen and free to play, but the bumping player is frozen. You can have the monster wear an identifying hat or other clothing or have her growl or walk on all fours.

Name Toss

Stuff you need

An object to toss around the circle: soft ball, stuffed animal, etc., chairs if you wish

Who gets to play

Everybody

Ready

Arrange chairs in a circle or have everyone sit in a circle on the floor.

Set

Hand one person the object. Go around the circle once and have everybody say their first name.

Go

When play begins, the person with the object says the name of another person on the circle, then throws them the object. That person catches it, says another person's name and throws that person the object. A player cannot throw the object to a player who has already participated in that round. Play continues until everybody has caught the object. The last player should throw it back to the starting player while saying his name.

AND THE WINNER IS ...

The entire group, if (1) everybody has the object tossed to him once, and only once, (2) nobody has called one person's name and tossed the item to another person, and (3) nobody has forgotten anybody's name. You can challenge your teens to do this and reward them with pizza or ice cream if they succeed.

But wait ...

If you have a small group and everybody knows each other well, challenge them to do it within a specified time period.

Or you could try ...

Have two objects going at the same time.



Noodle Race

Stuff you need

A supply of uncooked spaghetti noodles; chairs, tables, etc., for creating an obstacle course

Who gets to play

Two players at a time from each team

Ready

Create an obstacle course around the room that involves climbing over and under and around various obstructions with a finish line at the end.

Set

Have two players from each team stand at the beginning of the course holding opposite ends of a noodle.

Go

When the whistle blows, players complete the course.

AND THE WINNER IS ...

The first pair to cross the finish line with an unbroken noodle.

But wait ...

If the noodle breaks, the pair must stop where they are until a designated player from their team can bring them another noodle. If one of the pair lets go of his end of the noodle, that pair is disqualified.

Or you could try ...

Try it with three players and two noodles.



Stuff you need

No special equipment is required for this game.

Who gets to play

Everybody, individually or divided into two equal teams

Ready

Pick several items in the room and count them. The number of different items you choose will depend on how long you want the game to last. Items can range from “number of light fixtures in the ceiling” to “number of people standing” to “number of girls wearing blue.”

Set

Call out the number of one of the selected items without revealing what the item is.

Go

Players look around the room until they find an item that matches the number you’ve called out. When a player thinks he has identified the item you counted, he should quietly raise his hand and wait to be called on. There should be no talking, including counting out loud, except when you call on a person to identify the item.

AND THE WINNER IS ...

The player (or team) that identifies the most items correctly.

But wait ...

If a player guesses wrongly, a player from the other team gets to guess.

Or you could try ...

You could allow the players to move around and talk with each other, and choose harder-to-count items like “number of people born in another state,” or “number of boys with birthdays in January.”



Stuff you need

Cones to outline the playing area and goals (or use soccer goals if available), a soccer ball, a whistle. You may want to use colored shirts or some other means to identify teams.

Who gets to play

Everybody, divided into two equal teams. Depending on the size of the playing area and the number of players, you can have everybody play at once or have teams send in replacements every five minutes on your signal.

Ready

Outdoors or in a large room, mark the boundaries of an L-shaped soccer field with a 90° bend in the middle. Mark or place goals on either end of the field.

Set

Have the teams pick a goalie and position themselves on the field.

Go

Players attempt to get the ball into the opposing team's goal. The ball can be advanced in one of two ways. A player can run with the ball by carrying it with her arms fully stretched out in front of her and while calling loudly, "Ball! Ball! Ball!" A player can also kick the ball using her left foot only. Opposing players can intercept a kicked ball with their left feet, or they can touch with two hands an opposing player who is carrying the ball. When a player carrying the ball is touched, she must hand the ball to the player who touched her, who must then either carry it with the above restrictions or place it on the ground and kick it with her left foot. Goals can be scored by kicking with the left foot or by throwing the ball with a two-handed overhand throw.



AND THE WINNER IS ...

The team with the most goals at the end of play.

But wait ...

If a player carries the ball without holding her hands outstretched or without calling, "Ball!" blow the whistle. The player must immediately place the ball on the ground and cannot be the first player to touch it next. Goalies can kick or throw normally.

Or you could try ...

Players are not allowed to advance while carrying the ball but must either kick it with their left foot or throw it to a teammate with a two-handed, overhand throw.

Stuff you need

Photographs of at least 10 locations around the church, one pen for each team

Who gets to play

Everybody, divided into equal teams

Ready

Take photographs of at least 10 locations around the church. They can include shots of rooms or hallways, or of smaller things, like the backside of the pulpit. All locations should be places where teens are allowed and where they won't be disturbing other groups. You can include outside locations if you want. Print as many copies of the photos as you have teams.

Set

Give a set of photos and a pen to each team.

Go

When the signal is given, teams move around the church and attempt to identify the locations in the photos.

When they think they have a match, they should write the location (room number or description) on the back of each photo. Or you could have a leader with each team to verify that the players have identified the correct locations.

AND THE WINNER IS ...

The first team back to the starting point with all the locations identified correctly. If no team correctly identifies all the locations, the winner is the team that was back first with the most correct locations.



But wait ...

Teams must move about the church in a respectful manner and avoid disturbing other groups/individuals who are using the facilities. They must also be told in advance what areas they are not allowed to enter.

Or you could try ...

Make sure each team has a camera or camera phone and have them attempt to duplicate the photo. If you use this option, you can include people in your photographs doing various things. Or you could have the teams take photos of the locations to match the one they were given.

Stuff you need

Two planks approximately 10 inches (25 cm) x 12 feet (3.6 m), four pillows

Who gets to play

Four players at a time

Ready

Place the planks on the floor at right angles to each other, crossing in the middle, to form a large X.

Set

Pick four players and have them each stand on an arm of the X with a pillow.

Go

When the signal is given, the players attempt to knock the other players off the planks using only the pillows. Players can step from plank to plank, but they cannot touch the floor with any part of their bodies. Avoid hitting the head.

AND THE WINNER IS ...

The last player to remain on the planks without touching the floor.

But wait ...

You may want to avoid larger guys playing against smaller girls.

Or you could try ...

Players wear blindfolds.



Pillow Race

Stuff you need

Two pillows in pillowcases

Who gets to play

Everybody, divided into two equal teams

Ready

Have the players from each team line up next to each other.

Set

Hand the first person in each line a pillow in its case.

Go

When the signal is given, the first person takes the pillow out of its case and hands both the pillow and the case to the second person. The second person puts the pillow in the case and hands it to the third person, who takes it out of the case. Play continues until the pillow reaches the end of the line. It is then passed back up to the first person in the same manner, with each player either taking the pillow out of the case or putting it in the case.

AND THE WINNER IS ...

The first team to get its pillow back to the first player and have him do the required action.

But wait ...

If you want, you can have a leader walk along the line and make sure the pillow is put neatly into the case with the edges lined up with the seams and not just stuffed inside.

Or you could try ...

Have alternate players sitting on the floor. After they put the pillow in the case, they must put it on the floor and lay their head on it before passing it to the next person. You can also turn down the lights and play soft music and tell everyone they have to whisper.



Stuff you need

Pieces of paper with various scenes written on them:
football, ballet, wedding, grocery store, walking a dog, etc.
(Props are optional.)

Who gets to play

Three teens at a time

Ready

Designate an area of the room to use as a stage.

Set

Choose three players at random and have them pick a piece of paper.

Go

Without talking with each other or the audience, the three players should begin to act out the scene on the paper. As soon as a member of the audience figures out what scene they are acting out, he yells, "Freeze!" The three actors freeze. The audience member gets a new scene from you and, without telling anybody (audience or actors) what it is, he goes on stage and tags one of the frozen players. The frozen player then takes a seat in the audience. The play continues, with the new actor acting out the new scene. The other actors attempt to figure out what he's doing and begin doing it too. The new actor can direct them to certain spots or to do certain actions (but without talking to them). Again, as soon as an audience member figures out the new scene, he yells, "Freeze!" The activity continues in this form until everyone has had a turn or all the scenes are used up or the teens are no longer enjoying it.



AND THE WINNER IS ...

There isn't a winner. This game is just a way to get teens comfortable with each other and get them laughing.

But wait ...

Try to get everybody involved, but if you have a teen who really, really doesn't want to participate, don't force it.

Or you could try ...

To get people involved who might otherwise not participate, allow the two actors on the stage who have remained from the previous scene also guess what the new scene is. If an actor on stage figures out the new scene, he can call, "Freeze!" and choose an audience member to replace him.

Stuff you need

Rolls of double-sided masking tape (at least one per team), drinking straws (one per player), cotton swabs (one box per team), one large stuffed animal for each team

Who gets to play

Everybody, divided into two or more equal teams

Ready

Divide your group into teams.

Set

Teammates wrap the stuffed animal in masking tape until it's entirely covered. They then stand in a circle around it at least 4 feet (1.2 m) away with straws and a supply of cotton swabs.

Go

At the signal, players blow the swabs at the stuffed animal with the straw, trying to get as many swabs to stick to the tape as possible.

AND THE WINNER IS ...

The team with the most swabs stuck to its stuffed animal after a predetermined amount of time or after all the swabs have been used.

But wait ...

No catch

Or you could try ...

Wrap, or put tape on, other items — a section of wall, trees, a soccer ball, etc.





Stuff you need

One sheet of poster board or construction paper in each of four colors (red, blue, green and yellow), masking tape, one board game spinner (as large as possible) with four quadrants (one in each of the four colors)

Who gets to play

Everybody

Ready

Tape one of the colored sheets of poster board in each of the four corners of a room.

Set

Stand in the center of the room with the game spinner.

Go

Players choose a corner to stand in. When all players have moved to their chosen corner, spin the wheel. Whatever color the spinner lands on, all players in the corresponding corner are out for the remainder of the game. Players then choose another corner (or remain where they are, if they wish). Continue spinning until only one player is left.

AND THE WINNER IS ...

The final player who hasn't been eliminated.

But wait ...

To move the game along, you can include the rule that only one fourth of the remaining players can be in any one corner.

Or you could try ...

If the game is lasting too long, change the rules so that only those players in the corner corresponding to the results of the wheel are allowed to remain in the game. Players in the other three corners are out.

Rock Paper Scissors Tag

Stuff you need

If you are having guys and girls play at the same time, you'll need a foam ball for each player.

Who gets to play

Everybody, divided into two equal teams

Ready

Mark or designate a line to divide the playing area in half.

Set

Everybody on both teams lines up on opposite sides of the center line, but within 2 feet (61 cm) of it. One player on each team is designated the captain. The captains stand across from each other at the center point on the line.

Go

Call out "One, two, three." At three, both captains should extend one hand to show rock (a fist), paper (a hand held flat with all fingers extended) or scissors (one hand held sideways with two fingers extended). Rock beats scissors, scissors beats paper and paper beats rock. If both captains pick the same item, call out "One, two, three" again until you have a winner. The players on the team whose captain loses the "rock, paper, scissors" immediately attempt to run back and touch the wall on their end of the playing area while the players on the team whose captain won attempt to tag them. If a player is tagged before he can touch the wall, he changes teams and plays on the other side for the next round.

AND THE WINNER IS ...

The team with the most players after a predetermined amount of time or number of rounds.



Rock Paper Scissors Tag (cont.)

But wait ...

If you have guys and girls competing together, avoid having them touch each other by giving each player a foam ball. Have them throw the ball to hit opposing players to tag them.

Or you could try ...

Play heats of three rounds and have tagged players sit out the rest of the rounds in that heat.

Stuff you need

Two lengths of rope or clothesline at least 50 feet (15 m) long

Who gets to play

Everybody, divided into two equal teams

Ready

Play in a large, open room or outdoors. Give one rope to each team and have them move to opposite sides of the area.

Set

Each player must grab its team's rope with both hands. Players then bunch together in a clump.

Go

Call out a shape — geometric shape, letter, number or object. Players move to form that shape with their rope. After 30 seconds (or whatever time you designate), call out, "Stop!" Players must freeze in place.

AND THE WINNER IS ...

The team that has made the best shape.

But wait ...

Players cannot let go of the rope at any time. If a player lets go of the rope with either hand, that team must clump back together before resuming play.

Or you could try ...

If you have a smaller number of players, have teams make the shape by placing the rope on the floor. In this variation, players do not have to keep their hands on the rope.



Scavenger Scramble



Stuff you need

A list of items teens are likely to have on them: red shoes, five pairs of glasses, three cell phones, a driver's license, a \$10 bill, a shirt with a Bible verse printed on it, etc.

Who gets to play

Everybody, divided into two, three or four equal teams

Ready

Have each team stand in a separate corner of the room.

Set

Stand in the center of the room with the list of items.

Go

Call out an item. The first team to get one or more players to the center with the item gets a point. If the item is an article of clothing, the teen wearing the item does not have to take it off.

AND THE WINNER IS ...

The team with the most points at the end of play.

But wait ...

Deduct points if teams come to the center with the wrong item or the wrong number of items.

Or you could try ...

Include activities with the items, such as: a red shoe on top of somebody's head, a guy carrying a purse, a pair of glasses worn on the back of the head.

Scrambled Eggs

Stuff you need

Enough chairs for all players except one, slips of paper for each chair, marker, tape

Who gets to play

Everybody

Ready

Arrange the chairs in a circle. Write ways eggs can be prepared on each slip of paper. Each way should appear on at least two pieces of paper. Do not use scrambled.

Ways you can use include: fried, hard-boiled, soft-boiled, raw, poached, omelet, toad in the hole, deep fried, coddled, baked, microwaved, dropped, sunny-side-up, over-easy, deviled, etc.

Set

Tape one piece of paper on the seat of each chair. Pick one person to stand in the middle of the circle.

Go

Call out one of the ways to prepare eggs. The two or more players with that way written on their piece of paper must exchange seats. The person in the middle tries to sit in one of the chairs while it is empty. If she makes it to the chair, the player left without a chair is the new middle person. If she does not make it, she's in the middle for another turn. You can call more than one way at a time, or call one way, wait a few seconds and call another. Every so often, call out, "Scrambled." When you do, all players have to switch chairs.

AND THE WINNER IS ...

Those players who never have to be in the middle.



Scrambled Eggs (cont.)

But wait ...

The pieces of paper remain with the chair. So, after you call "Scrambled" or even after you call several ways at once, players will be listening for a different word. If a player doesn't respond quickly when you call a way taped to her chair, she becomes the middle person.

Or you could try ...

Divide the group into two teams so teammates can work together to avoid being the middle person or to enable a teammate in the middle to sit down. Keep score of how many times each team has a member in the middle. The team with the lowest score wins.

Stuff you need

One or more Shape Sorter Balls from Tupperware® or something similar

Who gets to play

One player at a time against a clock or two or more players against each other, depending on how many balls you have.

Ready

Place the ball on a floor or other hard surface.

Set

Have a player sit or stand by the ball.

Go

When the signal is given, the player dumps the shapes out of the ball and then puts them back in through the shaped holes.

AND THE WINNER IS ...

The player who puts the shapes back into the ball through the shaped holes the fastest.

But wait ...

No catch

Or you could try ...

Have players play blindfolded.



Shaving Cream Wiffle Ball



Stuff you need

Shaving cream or whipped cream, a Wiffle® ball and Wiffle bat, four bases. You can play outdoors or in a gym or large room (if you don't mind cleanup).

Who gets to play

Up to 20 players, divided into two equal teams

Ready

Set out the bases and mark the foul lines.

Set

Fill the Wiffle ball with shaving cream. Divide the players into two teams.

Go

Play the game with softball rules modified to fit your playing area and number of players. Refill the ball with shaving cream when needed.

AND THE WINNER IS ...

The team that scores the most runs after a predetermined number of innings.

But wait ...

Expect it to get messy. If you're OK with a free-for-all, have extra cans of shaving cream handy.

Or you could try ...

Leaders against teens

Silent Scamble

Stuff you need

Nothing

Who gets to play

Everybody, divided into equal teams

Ready

Have each team line up against a wall.

Set

Give each player on a team a number without letting any other player see or hear what it is. Do not let players talk with each other.

Go

When the signal is given, players must line up in numerical order without speaking, moving their mouths or holding up a certain number of fingers. They must come up with other ways to communicate, such as tapping their feet on the floor or using their hands to trace the shape of their number in the air.

AND THE WINNER IS ...

The first team to line up in correct order.

But wait ...

Monitor the teams closely to make sure players aren't whispering or holding up a certain number of fingers.

Or you could try ...

Have them line up by birthday (month and day), by age, etc.



Slime Search



Stuff you need

A bucket of slime for each team. Slime can be made from a mix of oatmeal, dish detergent, pudding, etc. Enough pennies for all players. You'll probably want to play this game outdoors or have cleaning supplies handy.

Who gets to play

Everybody, divided into equal teams

Ready

Mix the slime using whatever (safe) ingredients you can come up with. Fill each bucket at least three quarters full of slime. Mix enough pennies for the number of team members into the slime. Place the buckets at one end of the play area. Mark or designate a starting line at the other end of the play area.

Set

Teams line up in single file behind their starting lines.

Go

When the whistle blows, the first player from each team races to the bucket, reaches into the slime and feels around until he grabs a penny. He then races back to the starting line and touches the second player who repeats the action.

AND THE WINNER IS ...

The first team to get all its players back across the starting line with a penny.

But wait ...

It's going to be a mess.

Or you could try ...

Instead of pennies, players search the slime for peeled grapes or other items. Or play the game blindfolded.

Stuff you need

A list of 25 or 30 advertising slogans

Who gets to play

Everybody, divided into two equal teams

Ready

Create a list of at least 25 or 30 advertising slogans. Most of them should be from well-known national or regional companies, but you can include a few tougher ones or ones from local businesses that players would be likely to know.

Set

Have the players from one team sit on one side of the room and the players from the other team sit on the other side of the room. Place leaders around the room as judges to determine which player stands up first.

Go

Read off one of the slogans. If a player thinks she knows the company that uses the slogan, she should stand up. Call out the name of the first person who stands up and give her a chance to answer. If she gets it right, her team gets a point. If she gets it wrong, the first player standing from the other team gets a chance to answer. Continue until all the slogans have been used.

AND THE WINNER IS ...

The team that gets the most points.

But wait ...

If the first players standing from both teams don't answer correctly, let everybody call out company names until the correct name is given. The team that gets it right gets half a point.



Slogans (cont.)

Or you could try ...

Don't play in teams. Give each player a paper and pen and have them write down their answers. The player who gets the most correct answers wins.

Stuff you need

Flour, the foot part of four (at least) socks or women's hose

Who gets to play

Everybody, divided into two equal teams

Ready

Fill the feet of the socks with flour and tie them off to make tennis-ball-sized balls.

Set

Make or designate a line to divide your playing area in half. You may want to play this game outside to reduce cleanup. Divide your group into two teams. Have each team go to the back of their side of the playing area. Place the "snowballs" on the line.

Go

When the whistle blows, players run to pick up the snowballs. They throw them at players on the opposite team. When a player is hit, he or she is out for the round. If a player catches the snowball on the fly, the player on the other team who threw it is out. Players who are out should leave the playing area.

AND THE WINNER IS ...

The team with the last remaining player or players who haven't been hit.

But wait ...

Players cannot cross the center line to throw or retrieve snowballs. If a player does cross the line, he or she is out for that round.

Or you could try ...

Play with a mix of flour snowballs and water balloons.



Soaking Soccer



Stuff you need

A soccer ball, a supply of balloons, Super Soakers®, plastic buckets and a ready supply of water

Who gets to play

Everybody, divided into four equal teams

Ready

Played outdoors. Mark a square with 10-foot (3-m) sides in the center of the play area. Fill the balloons, buckets and Super Soakers with water.

Set

Place the soccer ball in the center of the square. Give each team an equal supply of water-filled objects. If they want, teams can designate players to refill the items from a lake, pool or hose (a leader will have to monitor the hose to make sure one player or team isn't dominating the source).

Go

When the signal is given, players attempt to force the ball across an opposing team's line using water. When the ball crosses a line, give that team a point and replace the ball in the center of the square.

AND THE WINNER IS ...

The team with the fewest points after a designated period of time.

But wait ...

Players cannot touch the ball with any part of their body or with any object they are holding at any time. Players cannot throw anything except the balloons. Everybody is going to get wet.

Or you could try ...

Play it in the winter with snow.

Stuff you need

Two Jenga® wood block games, stopwatch, two sturdy tables

Who gets to play

Everybody, divided into two equal teams

Ready

Place the tower of blocks in the starting position on the table. While the teams are competing at one table, a leader can set up a tower on the other table to reduce time between rounds.

Set

Line up the two teams on either side of the table so players can easily pass down the line and take their turns.

Go

When the whistle blows, the first player has 10 seconds to remove a block from anywhere in the tower (except the top row) and place it on top. When his turn is complete, the first player on the other team takes her turn. Play continues with teams alternating until the tower falls over.

AND THE WINNER IS ...

When a player makes the tower fall, the other team gets three points. Play repeats until one team has reached a pre-established number of points.

But wait ...

A leader should use the stopwatch to time the turns. If a player takes more than 10 seconds to take a turn, the other team gets a point.



Speed Jenga (cont.)

Or you could try ...

Speed up play with each round. In the first round, players have 15 seconds to take their turns. In the second round, 14 seconds. In the third round, 13 seconds, and so forth.

Stuff you need

Nine chairs

Who gets to play

Everybody, divided into two teams

Ready

Place the chairs in three rows of three chairs each, with enough space between rows to allow teens to get to them.

Set

Line up the two teams so the first player can easily approach the chairs. Designate one team as the Xs and one as the Os.

Go

When the signal is given, players from each team alternate turns, sitting in the chairs and playing by standard tic-tac-toe rules. Players from the X team should cross their arms in an X above their heads. Players from the O team should form their arms into an O above their heads.

AND THE WINNER IS ...

Each victorious game is counted as one point. If a player doesn't take a seat within 10 seconds, the other team gets a point. The first team to get five points wins.

But wait ...

A leader should watch and declare "cat game" if no winner is possible. When that happens, seated players go to the end of their team's line and another game begins at the same speed.

Or you could try ...

Players are not allowed to talk.



A Spoonful of Sugared Cereal



Stuff you need

Four boxes of cereal, eight bowls, as many spoons as you have players

Who gets to play

Everybody, divided into four equal teams

Ready

Fill one bowl with cereal for each team and place it at one end of the game circle team lines (or any line long enough to fit your teams). Place an empty bowl at the other end of the team line.

Set

Give each team member a spoon. Have team members sit in a line along their team line.

Go

When the whistle blows, the first player in line scoops cereal with the spoon and tips it onto the spoon of the next player. The second player tips the cereal onto the spoon of the third player and so on down the line. The last player dumps the cereal into the empty bowl.

AND THE WINNER IS ...

The team with the most cereal in the end bowl when the designated time is over.

But wait ...

Players cannot use their hands. If cereal falls off the spoon or while being transferred spoon to spoon, it must be left where it is. Players cannot hand spoons down the line.

Or you could try ...

Play with different types of cereal — crispy rice, shredded wheat, etc. Or you could use uncooked pasta or raw eggs.

Stuff you need

A collection of odd items (bowling pins, plastic hoops, stuffed animals, boots, etc.). You need to have as many of each item as you have teams. In other words, if you have four teams, you need four bowling pins.

Who gets to play

Everybody, divided into four teams

Ready

Mark or designate a starting line. Place identical piles (one for each team) of random items across from each team on the opposite side of the room (ideally, at least 30 feet [9 m] away).

Set

Have players line up by team behind the starting line.

Go

When the whistle blows, the first player on each team runs to the junk pile and picks up one item. He then runs back to the starting line and hands the item to the second player. The second player carries the item back to the junk pile and picks up a second item. He carries both items back to the starting line and hands them to the third player and so forth. Each player must carry all the previously-picked-up items on his trip to the junk pile and back.

AND THE WINNER IS ...

The first team to have a player carry all the items back across the starting line.



But wait ...

If a player drops any item on the way to the junk pile, he must stop, pick it up and return to the starting line, then head back to the junk pile. If he drops an item on the way from the junk pile back to the starting line, he must stop, pick it up and return to the junk pile, then head to the starting line. Players cannot remove any items of clothing to make “bags” for carrying junk.

Or you could try ...

Include items such as open bottles of water (if you're playing outside), handfuls of candy, anything you can think of (that is safe to carry).

Stuff you need

Four XXL sweatshirts, four game pins or pylons

Who gets to play

Three players per team per round

Ready

In a large room with a smooth floor, mark or designate a starting line at one end. On the other end, place four pylons far enough from the wall for teams to circle them.

Set

From each team, have one light player sit on the sweatshirt and two larger players hold the sleeves.

Go

When the signal is given, the players holding the sleeves pull the player sitting on the shirt down to the pylons, go completely around the pylons once and back to the starting line.

AND THE WINNER IS ...

The first team to cross the finish line.

But wait ...

The player sitting on the sweatshirt must remain on the sweatshirt for the entire race. If she falls off, the team must come to a complete stop until she is reseated.

Or you could try ...

Set up an obstacle course with pylons and have the pulling players pull the seated player around the course.



Sweatshirt Relay

Stuff you need

Four XXL sweatshirts, four scoring pins, four circle pins

Who gets to play

Everybody, divided into four equal teams. If you have a large number of players, you can play several rounds with four players per team per round.

Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

Set

Have the first player line up at the team starting line holding a sweatshirt. The other players line up on their team diagonal.

Go

When the signal is given, the first player puts on the sweatshirt and runs one lap. When he gets to his team diagonal, he takes off the sweatshirt and hands it to the next player. The second player puts on the sweatshirt and runs one lap. Play continues until the last player completes his lap. He then rounds his team's circle pin and runs to the center to touch his team's scoring pin.

AND THE WINNER IS ...

The first team to touch, tip or knock down their scoring pin.

But wait ...

Players are not allowed to advance until the sweatshirt is completely on.

Or you could try ...

Play in a large room or outdoors. Designate a starting line and a turn-around point.



Stuff you need

One penny for each team, one bowling pin, cone or chair for each team

Who gets to play

Everybody, divided into equal teams

Ready

Mark or designate a line on one end of the playing area. Place the pins (cones or chairs) at the opposite end of the playing area, approximately 40 feet (12 m) away, across from each team's starting spot.

Set

Have the teams line up behind the line across from their pin. Give the first person on each team a penny.

Go

When the signal is given, the first player puts the penny between her knees and walks down to her team's pin, rounds the pin and walks back to her team line. She then hands the penny to the second person who repeats the action. Play continues in this fashion.

AND THE WINNER IS ...

The first team to get all its players back across the line.

But wait ...

Players cannot touch the penny with their hands while moving. If a penny drops, the player must retrieve it and place it back between her knees at the spot where it dropped, then continue play.

Or you could try ...

Have players walk backwards.



Team Broad Jump

Stuff you need

A tape measure

Who gets to play

Everybody, divided into equal teams

Ready

Mark or designate a starting line.

Set

Have teams line up behind the starting line.

Go

When play begins, the first player makes a standing broad jump (from a standing position with both feet on the floor and no “run up”) from the starting line. The second player moves to the spot where the first player landed and jumps. The third player jumps from where the second player landed, and so forth.

AND THE WINNER IS ...

The team with the longest cumulative distance.

But wait ...

If a player falls backwards upon landing, his distance is measured from the nearest point that his body touched the ground or floor. If a player falls forward, his distance is from where his feet landed.

Or you could try ...

If you play outdoors or have a large area, you can try it with running jumps from the take-off line at the spot where the previous player landed. Or you could have a speed round — follow the rules for the regular game, but the winner is the first team to cross a finish line.



Stuff you need

One kickball, one football, one flying disc, one large bucket or trash can, four bases or marks to designate bases. Best played outdoors or in a large room.

Who gets to play

Everybody, divided into two equal teams

Ready

Lay out the playing area like a baseball diamond with foul lines and placed or marked bases. Place the bucket near home plate. Mark a line beyond which the batter cannot kick or throw the items.

Set

Have one team play the field and the other bat.

Go

The first batter kicks the kickball, throws the football and throws the disc anywhere within fair territory. When she has thrown the disc, she takes off running around the bases. The fielding team must retrieve both balls and the disc and place them in the bucket by home plate. Each base the runner touches while play continues is counted as a point, and she can continue running additional laps until all the items are in the bucket. Her turn is then over and she leaves the playing field. Play continues until everybody on the batting team has had a turn as batter. Teams then switch positions and the action is repeated.

AND THE WINNER IS ...

The team to accumulate the most bases/points.



Three Throw Things (cont.)

But wait ...

Members of the fielding team cannot run the items to the bucket. No player is allowed to move with an item in his possession. Teams must pass, throw or kick them from player to player until they can be placed in the bucket.

Or you could try ...

Designate one or two players from each team to be the runners who can run to the bucket with the items once other players have thrown, kicked or passed them to them.

Stuff you need

One 6-foot (1.8-m) foam swimming pool noodle for each team, enough plastic coat hangers for half the players

Who gets to play

Everybody, divided into two or more teams of at least five players. Each team should have an odd number of players.

Ready

Have teams line up in parallel lines, leaving enough room between so they don't get in each other's way. Have players on each team line up about 10 feet (3 m) apart.

Set

Give the even-numbered players on each team a plastic coat hanger. They should hold the hanger out at shoulder level. Give the first player on each team a noodle.

Go

When the signal is given, the first player throws the noodle through the hanger held by the second player. The third player catches the noodle and throws it through the hanger held by the fourth player. When the last player in the line catches the noodle, she begins throwing it back down the line in the same fashion.

AND THE WINNER IS ...

The first team to get the noodle back into the hands of the first player.

But wait ...

Players throwing the noodles cannot touch the hangers. Players holding the hangers cannot touch the noodles or move their feet. They can move the hanger up or down to help the noodle pass through.



Through the Hoops (cont.)

Or you could try ...

Players throwing the noodles cannot move their feet. If their throw does not make it through the hanger, they must retrieve the noodle and return to their original spot before making another attempt.

Stuff you need

Two soft dodgeballs

Who gets to play

Everybody

Ready

If you are playing outdoors or in a large room, establish side lines beyond which players cannot go. Clear the playing area of all obstructions. Designate or mark a starting line.

Set

Have everybody line up against one wall. Give the balls to the game leader. If the game leader is not familiar with all the players, he should have a list of their names.

Go

The game leader throws the two balls up in the air as high as he can while calling the names of two players. Other players, whose names were not called, run away from the balls between the side lines. When the named players retrieve the balls, the game leader yells, "Freeze!" All players must freeze on the spot. The players with the balls attempt to hit frozen players. If a player is hit, he is out for the remainder of the game.

AND THE WINNER IS ...

Those players who are not out when play stops. Depending on time, you can continue playing until only two players are left.



Throw Game (cont.)

But wait ...

Frozen players can do nothing to avoid being hit. If they move away from a thrown ball, they are out, even if the ball was not about to hit them.

Or you could try ...

For safety reasons, or if the game is being dominated by athletic kids, have them throw underhanded.

Stuff you need

Four each of an assortment of food items: bananas, boiled eggs, cupcakes, cookies; four circle pins, four scoring pins

Who gets to play

Everyone, divided into four equal teams

Ready

Put the scoring pins at the 5-foot (1.5-m) marks. Place the circle pins on the starting lines.

Set

One player from each team stands in the center triangle with one of the food items. The remaining players line up on their team circle.

Go

When the whistle blows, the center player tosses the food item to the circle player on the right. This player tosses it back to the center player, then steps back out of the way.

The center player tosses it to each circle player in turn.

When the center player receives the food item from the last player on the left, she runs, with the food item, around her circle pin and to the center to touch her teams scoring pin.

Play again with a different food item.

AND THE WINNER IS . . .

The first team to touch, tip or knock down their scoring pin.



Tossing Your Cookies (cont.)

But wait ...

The center player must keep one foot inside her team's center triangle until she has received the food item from the last circle player. The circle players must keep both feet behind the circle line at all times. A team has to start over if its food item crosses into another team's area.

Or you could try ...

Play several rounds with different center players and different food items for each.

Stuff you need

Three 6-foot (1.8-m) foam swimming pool noodles for each team (or you could have teams take turns and time them)

Who gets to play

Two or three teams of three in each heat

Ready

Mark or designate start and finish lines at opposite ends of the playing area, at least 60 feet (18 m) apart.

Set

Have teams line up behind the start line. Give each team three noodles. Players must use the noodles to form a triangle, with each player standing inside the triangle holding the ends of two of the noodles together.

Go

When the signal is given, teams race to cross the finish line.

AND THE WINNER IS ...

The first team across the finish line.

But wait ...

Players must keep the ends of the noodles in contact with each other. If the noodles separate, that team must return to the starting line and begin again.

Or you could try ...

Blindfold the players and have a leader or teammates direct them to the finish line.



Two-Base Baseball



Stuff you need

One kickball (or other soft ball), masking tape or four cones, one baseball home plate (or suitable substitute, such as a piece of cardboard)

Who gets to play

Everybody, divided into two equal teams

Ready

On one end of the playing area, place or tape home plate.

On the other end of the playing area, at least 40 feet (12 m) away, use tape or cones to create a rectangular base 10 feet (3 m) wide and 4 feet (1.2 m) deep.

Set

Pick one team to begin in the “field.” All fielders should position themselves at least 10 feet (3 m) from home plate but are not allowed inside the base. The fielding team picks one player to stand about 30 feet (9 m) from home plate and be the “pitcher.” The other team is “at bat” and determines a batting order.

Go

The pitcher rolls the ball toward home plate, just like in regular kickball. The first batter kicks the ball anywhere within the playing area. As in regular kickball, a batter is out if his kicked ball is caught on the fly without hitting the floor. Fielders can also get batters out by retrieving the ball and throwing it at the batter, hitting him below the waist. The batter attempts to make it to the base. He does not have to run in a straight line, but can go anywhere within the playing area as he attempts to reach the base without being hit. Once a batter is in the base rectangle, he is safe and cannot be gotten out. If he wishes, he can attempt to run back and touch home plate to score a point for his team.

There is no limit to how many players from the batting team can occupy the base at a time. Players are not required to leave the base when subsequent batters kick the ball. Players in the base can attempt to score anytime a ball is in play, and more than one player can attempt to score at the same time. Several outs can occur on the same play. After three outs occur, teams switch and the batting team plays the field while the fielding team bats.

AND THE WINNER IS ...

The team that has scored the most runs after a predetermined number of innings.

But wait ...

Teams can use the strategy of accumulating several players in the base and then having them all try to score at the same time. This way, there's a good chance that some will score even if one or two are hit for outs. A leader should be positioned by home plate to keep track of runs because it can get confusing at times.

Or you could try ...

Instead of three outs, allow everyone on the batting team to "bat" every half inning.



Stuff you need

One softball, kickball or flying disc

Who gets to play

Everybody, divided into two teams

Ready

Outdoors or in a large room, mark or designate four bases as in baseball.

Set

One team plays the “field” while the other is at bat. Both teams should determine a batting order that remains consistent throughout the game.

Go

When a player is at bat, he throws the softball (or disc, or kicks the kickball) anywhere in play. (If you are playing indoors, this can be anywhere in the room. If outdoors, establish foul lines as in baseball.) The batter then must run all the way around the bases without stopping. The fielding team retrieves the ball and throws it to first base, then to second base, then to third base and then home. If the ball beats the runner to home plate, an out is recorded. If the player beats the ball, a run is recorded. After three outs, teams switch positions, as in baseball.

AND THE WINNER IS ...

The team with the most runs after nine (or a determined number of) innings.

But wait ...

Runners cannot stop on a base. The fielding team must throw the ball to each base in order.

Or you could try ...

Play guys against girls and have the guys throw left-handed.

Stuff you need

A large tub full of water; four plastic cups (plus some spares). This game should be played outside to reduce clean up and chance of injury on slippery floors.

Who gets to play

Everybody, divided into equal teams of at least four players

Ready

Set the tub of water at one end of the playing area. Mark or designate a starting line at the opposite end of the area (at least 20 feet [6 m] away).

Set

Teams line up in single file behind the starting line. The first player has a plastic cup.

Go

When the whistle blows, the first player runs to the tub and fills the cup with water. He then runs back to the starting line, pours the cup over his own head, hands the cup to the second player, then goes to the end of the line. The second player runs to the tub, fills the cup and runs back, dumps the water over his own head and hands the cup to the third player, etc.

AND THE WINNER IS ...

The first team that has all its players complete the relay.

But wait ...

Leaders should make sure that the water is really being poured over the player's heads. Intentionally missing is not allowed. If a player is not properly "watered," he must repeat his turn.

Or you could try ...

Give each team its own tub and have play continue until a team empties its tub.



Watch Your Back



Stuff you need

One piece of paper for each player with a different name or word printed on it, one blank piece of paper and pen for each player, tape

Who gets to play

Everybody

Ready

Tape one of the word papers on the back of each player so that no other players can see the word.

Set

Give each player a blank piece of paper and a pen.

Go

When the signal is given, players move about the play area, attempting to read the words on other players' backs. When a player reads a word, she writes it on her blank piece of paper. At the same time, players should try to prevent other players from reading their word.

AND THE WINNER IS ...

The player who has her word written on the fewest lists.

But wait ...

Players cannot touch each other. If you have players who remain backed against the wall, you can call out that all players remaining within 10 feet (3 m) of a wall for more than a few seconds will have five points added to their score.

Or you could try ...

For a challenging twist, have players attempt to make sentences from the words they read on other players' backs.

Stuff you need

A large supply of water balloons (that blow up to about the size of a baseball), enough 5-gallon (19-L) buckets for the number of teams you have

Who gets to play

Everybody, divided into teams of three or four

Ready

Play outdoors. Fill the water balloons. Mark a line at one end of the playing area and a second line about 30 feet (9 m) away. Give each team a bucket and an equal supply of water balloons.

Set

Teams pick one player to be the “fielder” with the bucket. This player must remain beyond the second line. Other players remain behind the first line.

Go

At the signal, players throw the balloons to the fielders. Fielders attempt to catch the balloons in their buckets. They can catch balloons thrown by their own teammates or by opposing players, but they cannot make more than incidental contact while doing so.

AND THE WINNER IS ...

The team with the most water in its bucket when all the balloons have been thrown.

But wait ...

If a thrower or a fielder enters the space between the lines, remove a cup of water from their bucket before determining the winner.

Or you could try ...

Play the game with slingshot balloon launchers. For this variation, you will need three “throwers.”



Summit Awana Games Event I

Basketball Relay



Stuff you need

Three circle pins, three scoring pins, three basketballs.

Played on the Awana game circle.

Who gets to play

Ten players (five girls and five guys) per team in three heats

Heat 1 — Five girls

Heat 2 — Five guys

Heat 3 — Five girls and five guys

Ready

Place the circle pins on the junctions of the circle and the team diagonals. Place the scoring pins on the 5-foot (1.5-m) marks from center on the team diagonals.

Set

One player (a girl for heat one, a guy for heats 2 and 3) stands inside the team center triangle. The other players (four girls for heat 1, four guys for heat 2, five girls and four guys for heat 3 alternating guy/girl with a girl last) stand outside the circle. Give a basketball to the player in the center.

Go

When the whistle blows, the player in the center throws a chest pass to the first player on his left (nearest to the starting diagonal). The first player catches the ball and makes a chest pass back to the player in the center, who then throws it to the second player. Play continues down the line with a chest pass to and from each player. When the fourth player (or ninth in heat 3) returns the pass to the player in the center, the player in the center returns it to him with a bounce pass. That player makes a bounce pass back to the player in the center. Play continues down the line with a bounce pass back to and from each player. When the player

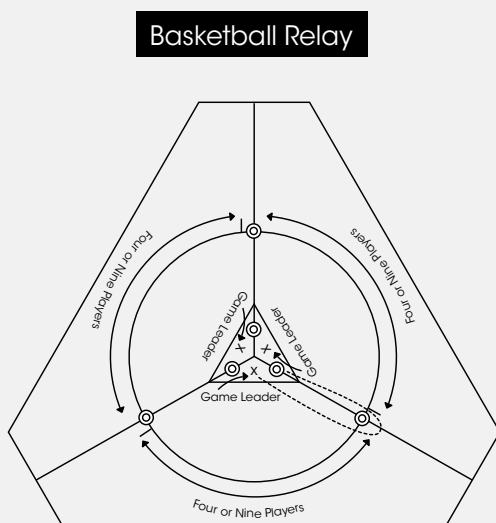
in the center receives the bounce pass from the first player, he runs around his circle pin with the basketball and into the center to touch or tip his team's scoring pin with a hand(s).

AND THE WINNER IS ...

The first team to touch or tip its scoring pin gets three points per heat. The second team gets one point per heat.

But wait ...

While passing back and forth to the players on the circle, the player in the center cannot step outside the team triangle for any reason. If the ball goes outside the team zone, the team is disqualified. The players on the circle must stay behind the circle line at all times. If they cross into the circle or cross the team diagonals on either side, the team is disqualified. Players on the circle must remain in the same order in which they began the game. If a basketball is dropped, the player it was thrown to can retrieve it and pass it back to the player in the center as long as the player does not cross the circle line or the team diagonals. Teams are also disqualified if they knock over a scoring pin prior to the completion of the event. Teams must allow room for the center players on other teams to round their own circle pins.





Stuff you need

Three circle pins, three scoring pins, three batons. Played on the Awana game circle

Who gets to play

Two guys and two girls per team. (First and third runners are guys; second and fourth runners are girls.)

Ready

Place the circle pins on the junctions of the circle and the team diagonals. Place the scoring pins on the 5-foot (1.5-m) marks from center on the team diagonals.

Set

Player 1 stands outside the circle just behind the starting diagonal with the baton. Players 2, 3 and 4 stand inside the circle within their team zone.

Go

When the whistle blows, player 1 runs two laps around the circle and hands the baton to player 2. Player 2 runs two laps and hands the baton to player 3, and so on. When player 4 has completed her laps, she rounds her team's circle pin and runs into the center with the baton to touch or tip her team's scoring pin with her hand(s).

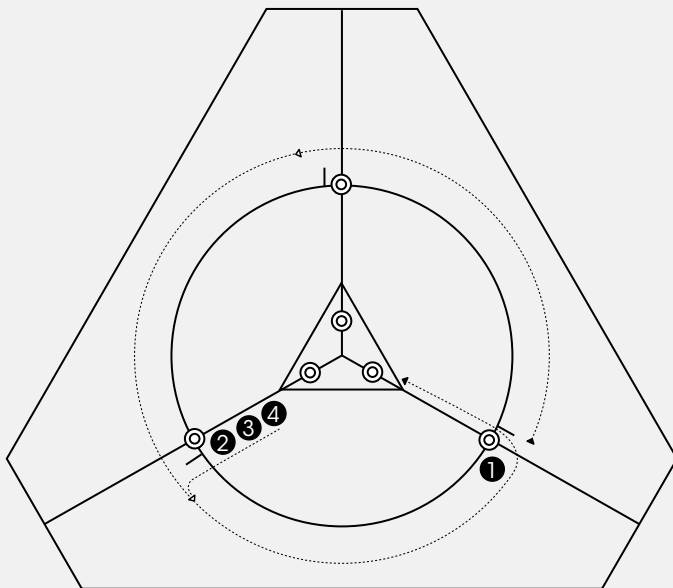
AND THE WINNER IS ...

The first team to touch or tip its scoring pin gets five points. The second team gets three points.

But wait ...

The baton must be passed within the team passing zone (before reaching the next diagonal). If a circle pin is knocked over, the team is disqualified. If a player is tagged by a player from another team, he must move to the right and allow the player to pass.

Sprint Relay



Three-Legged Race



Stuff you need

Three circle pins, three scoring pins, (at least) three Awana three-legged race bands. Played on the Awana game circle.

Who gets to play

Two girls and two guys per team in two heats

Heat 1 — Two girls

Heat 2 — Two guys

Ready

Place the circle pins on the junctions of the circle and the team diagonals. Place the scoring pins on the 5-foot (1.5-m) marks from center on the team diagonals.

Set

Band the right ankle of one player to the left ankle of the other player. Pairs stand outside the circle behind their team starting diagonal.

Go

When the whistle blows, pairs run two laps around the circle, go around their circle pin and run into the center to touch or tip their scoring pin with a hand(s).

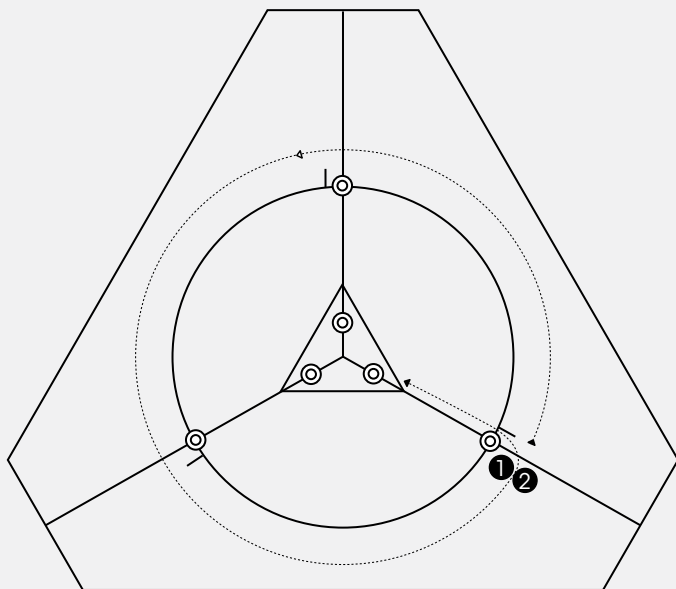
AND THE WINNER IS ...

The first team to touch or tip its scoring pin gets four points.
The second team gets two points.

But wait ...

A team is disqualified if it knocks over a circle pin, is passed or tagged by another team, has its ankle band come undone or if a player falls down.

Three-Legged Race



Stuff you need

Three circle pins, three scoring pins. Played on the Awana game circle.

Who gets to play

One girl and one guy per team in two heats

Heat 1 — Girl

Heat 2 — Guy

Ready

Place the circle pins on the junctions of the circle and the team diagonals. Place the scoring pins on the 5-foot (1.5-m) marks from center on the team diagonals.

Set

The runner stands outside the circle behind his starting diagonal.

Go

When the whistle blows, the runner runs four laps around the circle, goes around his team's circle pin and runs into the center to touch or tip his scoring pin with a hand(s).

AND THE WINNER IS ...

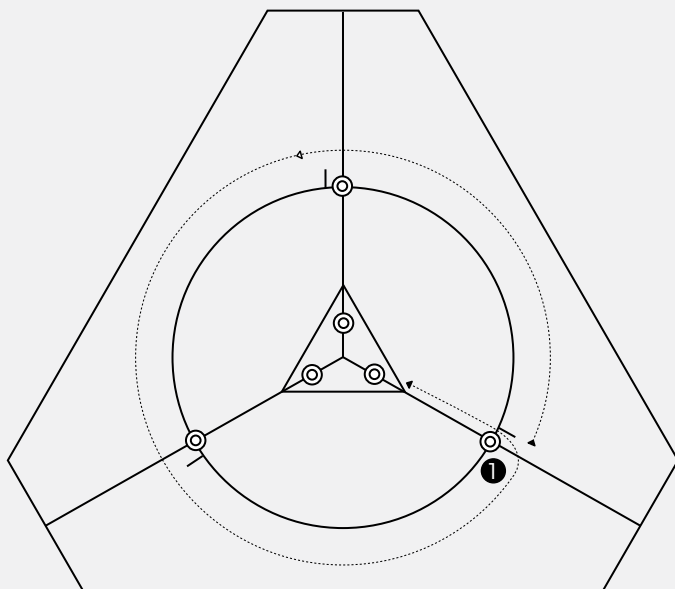
The first player to touch or tip its scoring pin gets four points. The second player gets two points.

But wait ...

If a runner knocks over a circle pin, he is disqualified.



Sprint Race



Beanbag Bonanza



Stuff you need

Three circle pins, three scoring pins, three colored batons, three colored beanbags. Played on the Awana game circle.

Who gets to play

Five girls and five guys per team in two heats

Heat 1 — Five girls

Heat 2 — Five guys

Ready

Place the circle pins on the junctions of the circle and the team diagonals. Place the scoring pins on the 5-foot (1.5-m) marks from center on the team diagonals. Place a colored beanbag in the center of each team's center triangle.

Set

The five players line up along their team's circle. The player farthest from the starting diagonal is given a color baton.

Go

When the whistle blows, player 1 runs to the center triangle, places (not drops or tosses) the baton on the floor and picks up the colored beanbag. She then runs back to the circle line and hands the beanbag to player 2. Player 2 runs to the center triangle and exchanges the colored beanbag for the baton. Play continues. When player 5 returns to the circle line, she hands the baton to player 1 and play continues a second time. When player 5 receives the baton the second time, she runs into the center to touch or tip her team's scoring pin with a hand(s).

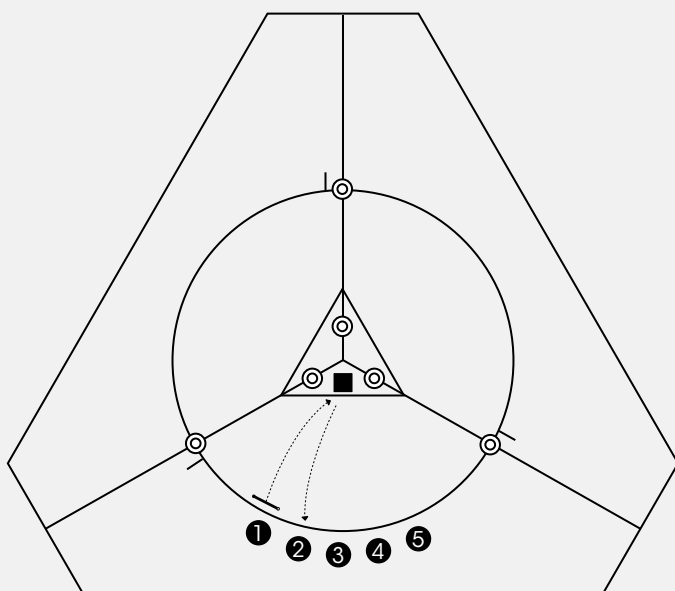
AND THE WINNER IS ...

The first team to touch or tip its scoring pin gets four points. The second team gets two points.

But wait ...

If a player crosses the circle line without a beanbag or baton in her possession, her team is disqualified. If any part of a beanbag or baton is outside a team's center triangle, the team is disqualified. Players must remain in the same order throughout play.

Beanbag Bonanza



Summit AwanaGames Event 6 Three-Way Tug



Stuff you need

One three-way rope (spliced in the middle), three beanbags.
Played on the Awana game circle.

Who gets to play

Three girls and three guys per team in two heats

Heat 1 — Three girls

Heat 2 — Three guys

Ready

Place a beanbag on the 25-foot (7.6-m) mark of each team's diagonal (see diagram). Place the rope so that one piece extends down each team's diagonal.

Set

Three players from each team grab hold of the rope. They can stand anywhere within the circle outside of the center triangle. They can also wear gloves if they wish to do so.

Go

When the whistle blows, the players pull the rope down their team's diagonal until one of the players can grab their team's beanbag. Every 15 seconds after the starting whistle, a signal is given and each team's beanbag is moved (by the team leader or game official) 1 foot (30 cm) closer to the center of the circle (the next mark on the diagonal). The beanbag is moved a total of six times or until one team wins.

AND THE WINNER IS ...

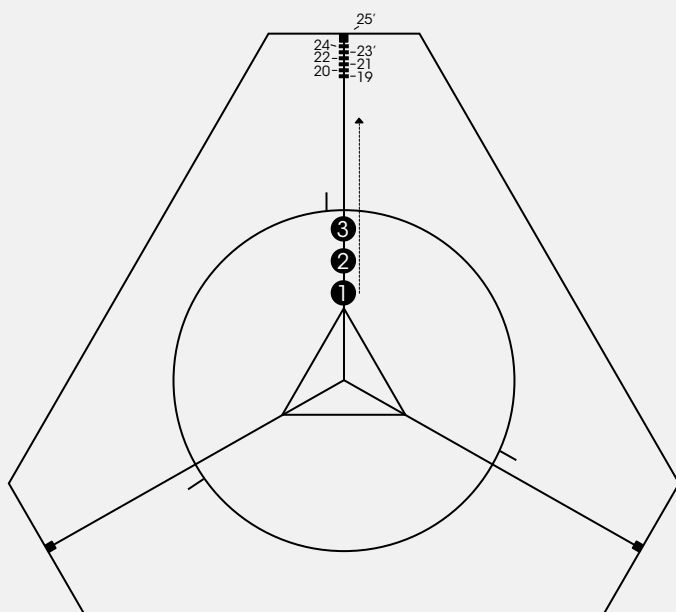
The first team to have one of its members grab the beanbag with all three players holding the rope gets three points.

See the *Awana Youth Ministries Summit AwanaGames Rule Book* for Option 2 (Four-Way Tug) for this event.

But wait ...

Players cannot wrap the rope around any part of their bodies. All players should continue holding the rope until the game director declares a winner.

Three-Way Tug





Stuff you need

Six circle pins, three scoring pins. Played on the Awana game circle.

Who gets to play

Two girls and two guys per team in four heats

Heat 1 — One girl

Heat 2 — One girl

Heat 3 — One guy

Heat 4 — One guy

Ready

Place three circle pins on the junctions of the circle and the team diagonals. Place three circle pins between the diagonals 5 feet (1.5 m) from the center of the circle. Place the scoring pins on the 5-foot (1.5-m) marks from center on the team diagonals.

Set

Players line up outside the circle behind their team's diagonal.

Go

When the whistle blows, players run one lap, passing outside the pins located on the circle and inside the pins located between the diagonals (see diagram). When they round their team pin, they run to the circle to touch or tip their team's scoring pin with a hand(s).

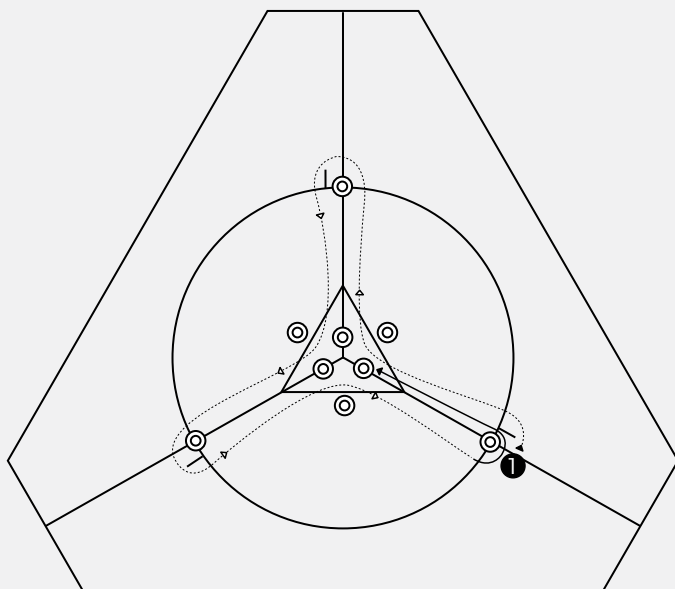
AND THE WINNER IS ...

The first player to touch or tip its scoring pin gets three points. The second player gets one point.

But wait ...

If a player knocks down any pin before touching the scoring pin, she is disqualified.

Agility Race





Stuff you need

Three or four circle pins, three or four scoring pins, one baton per team. Played on the Awana game circle.

Who gets to play

Two guys and two girls per team in one heat.

Ready

Place the circle pins on the junctions of the circle and the team diagonals. Place the scoring pins on the junctions of the center triangle and the team diagonals (5 foot [1.5-m]).

Set

Player 1 (girl) stands at her team diagonal with the baton.

Players 2 (guy), 3 (girl) and 4 (guy) stand inside the circle along the team diagonal to the left of their team line.

Go

When the whistle blows, player 1 runs one lap and hands the baton to player 2. Player 2 runs two laps and hands the baton to player 3. Player 3 runs three laps and hands the baton to player 4. Player 4 runs four laps, rounds his team's circle pin and runs into the center to touch or tip his team's scoring pin with a hand(s).

AND THE WINNER IS ...

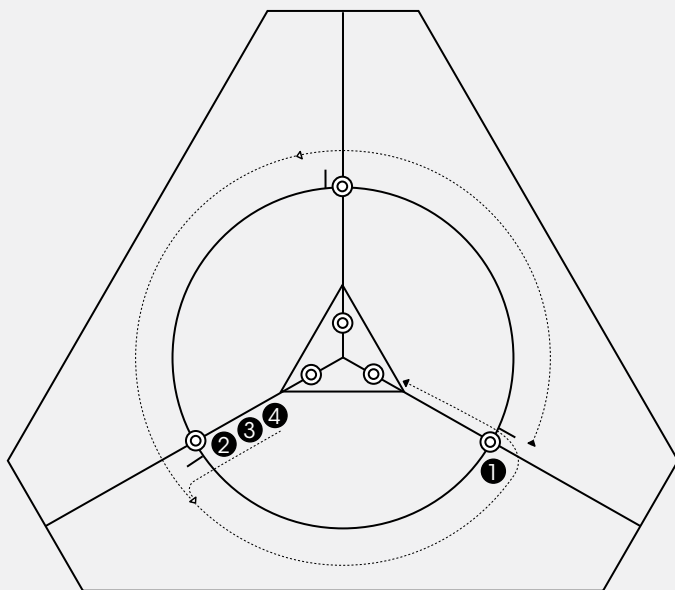
The first team to touch or tip its scoring pin gets five points.

The second team gets three points.

But wait ...

If a player knocks down any pin before touching the scoring pin, the team is disqualified. If a player is tagged by a player from another team, he must move to the right and allow the player to pass.

Marathon Medley



Summit Awana Games Event 9 Marathon Race



Stuff you need

Three circle pins, three scoring pins. Played on the Awana game circle.

Who gets to play

One girl and one guy per team in two heats

Heat 1 — Girl

Heat 2 — Guy

Ready

Place the circle pins on the junctions of the circle and the team diagonals. Place the scoring pins on the 5-foot (1.5-m) marks from center on the team diagonals.

Set

The runner stands outside the circle behind his team diagonal.

Go

When the whistle blows, the runner runs eight laps around the circle, goes around his team's circle pin and runs into the center to touch or tip his scoring pin with a hand(s).

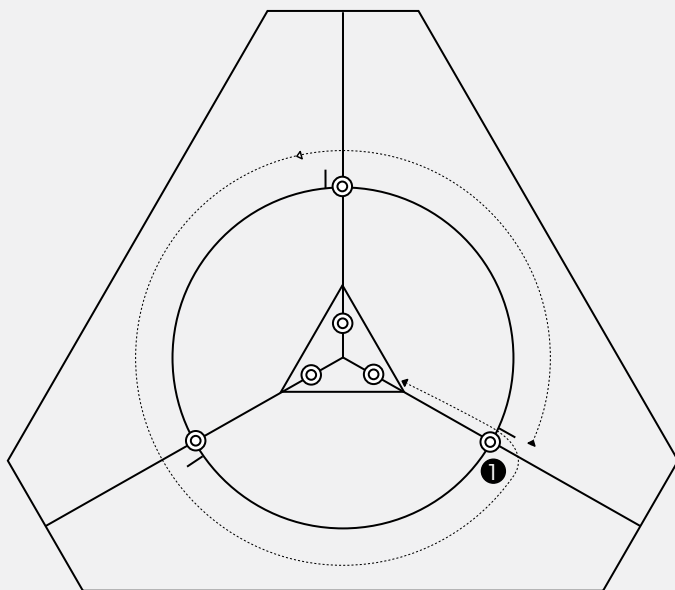
AND THE WINNER IS ...

The first player to touch or tip its scoring pin gets four points. The second player gets two points.

But wait ...

If a runner knocks over a circle pin, he is disqualified.

Marathon Race



Balloon Relay



Stuff you need

Three scoring pins, three balloons (plus extra balloons in case of breakage). Played on the Awana game circle.

Who gets to play

Five girls and five guys in two heats

Heat 1 — Five girls

Heat 2 — Five guys

Ready

Place the scoring pins on the 5-foot (1.5-m) marks from center on the team diagonals.

Set

Think of the play area as three zones. Zone 1 is inside the circle. Zone 2 is the space between the circle and the team line. Zone 3 is outside the team line. Players line up with one foot on either side of their team's diagonal facing the center of the circle. Player 1 stands in zone 1. Players 2, 3 and 4 stand in zone 2. Player 5 stands in zone 3. Player 1 holds the balloon with both hands with the balloon touching the back of her neck. (See diagram.)

Go

When the whistle blows, player 1 hands the balloon between her legs and between the legs of players 2, 3 and 4 to player 5. Players 2, 3 and 4 can touch the balloon as it travels down the line, but they do not have to. When player 5 receives the balloon, she runs to the front of the line and takes the position formerly occupied by player 1. The other four players move back — player 1 into zone 2, player 4 into zone 3. Player 5 then repeats the process, handing the balloon between her legs down the line. When player 1

receives the balloon in zone 3, she runs to the center of the circle to touch or tip her team's scoring pin with a hand(s).

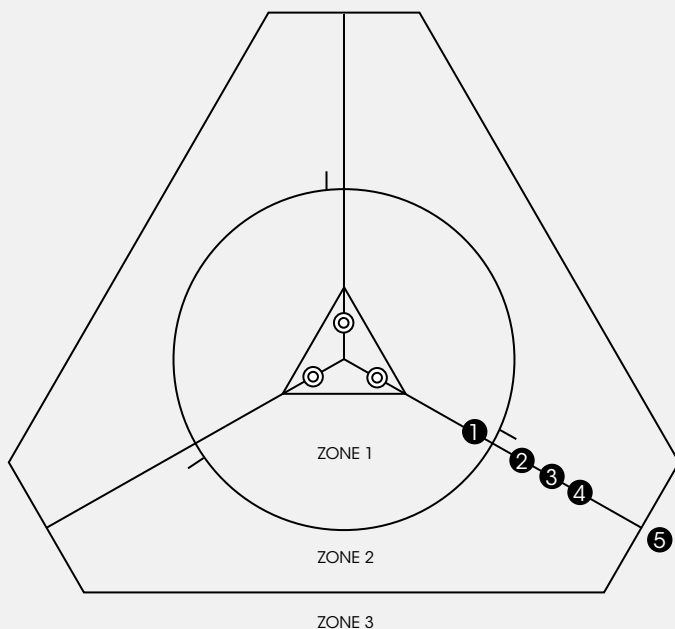
AND THE WINNER IS ...

The first team to touch or tip its scoring pin gets four points. The second team gets two points.

But wait ...

No bunching. Team members must be an arm's length apart at the start of this event. Players in zones 1 and 2 are disqualified if they cross a zone line with the balloon in their possession. Players in zone 3 are disqualified if they cross the zone line without the balloon in their possession. Players in zones 1 and 3 must straddle the team diagonal when handing off or receiving the balloon. Player 1 must be in possession of the balloon to win the heat. If a balloon pops, the team is disqualified.

Balloon Relay



Awana Youth Ministries Summit AwanaGames

Basketball Relay	Three-way Tug
Sprint Relay	Agility Race
Three-legged Race	Marathon Medley
Sprint Race	Marathon Race
Beanbag Bonanza	Balloon Relay

For additional information on Summit AwanaGames events, please refer to the *Awana Youth Ministries Summit AwanaGames Rule Book* posted on awana.org under "Youth Middle/High School" and "Summit," or contact your local Awana missionary.

By icon



Uses beanbags

Battleship

Beanbag Bomb Drop

Beanbag Bonanza

Three-way Tug



Uses balloons

Atomic Balloon

Balloon Shoot

Balloon Soccer

The Bomb!

Gone Fishin'

Soaking Soccer

Water War

Balloon Relay



Uses balls

Ball Hawk

Bowling Ball Hockey

Bucket Ball

En Fuego

Fielders and Rounders

Flickerball
 Hazard Ball
 Hold the Line
 Human Pinball
 Indoor Baseball
 Monkey Ball
 Odd Soccer
 Shaving Cream
 Wiffle Ball
 Soaking Soccer
 Three Throw Things
 Throw Game
 Two-Base Baseball
 Wahoo Sam
 Basketball Relay



Outdoor game

Aliens vs. Predators
 Fielders and Rounders
 Fireman
 Flickerball
 Odd Soccer
 Rope Roundup
 Shaving Cream
 Wiffle Ball
 Slime Search
 Snowball Dodgeball

Soaking Soccer
 Three Throw Things
 Throw Game
 Wahoo Sam
 Wash Your Hair
 Water War



Relay

The Butler
 Caterpillar Races
 Dance, Monkey, Dance!
 Don't Lose Your
 Marbles
 Fireman
 Gone Fishin'
 Hoop Marathon
 Pillow Race
 Slime Search
 Stuff
 Sweatshirt Relay
 Taking It to the Bank
 Team Broad Jump
 Wash Your Hair
 Basketball Relay
 Sprint Relay
 Marathon Medley
 Balloon Relay



Riddles, Puzzles and Skits

Analysis
 Books of the
 Bible Race
 Crosswords
 Don't Laugh
 Let's Deal
 Name Toss
 Numbers
 Photo Op
 The Play's the Thing
 Shape Up
 Slogans
 Speed Jenga
 Watch Your Back



Everyone participates at the same time

Animal Soccer
 Atomic Balloon
 Balloon Soccer
 Banana Surgery
 Bandage Race

Indexes

Books of the
 Bible Race
 Candy Race
 Capture the Flying Disc
 Cheese Battle
 Cheesehead
 Crosswords
 Human Pinball
 Inch It!
 Inner Tube Squeeze
 In the News
 It
 Monkey Ball
 Monster
 Numbers
 Odd Soccer
 Photo Op
 Porcupine
 RedBlueGreenYellow
 Rock Paper Scissors Tag
 Rope Roundup
 Scavenger Scramble
 Scrambled Eggs
 Silent Scramble
 Slogans
 Snowball Dodgeball
 Soaking Soccer
 Through the Hoops

Throw Game
 Watch Your Back



Uses Food

Banana Surgery
 The Butler
 Candy Race
 Cheese Battle
 Cheesehead
 Cracker Stacker
 Noodle Race
 Shaving Cream
 Waffle Ball
 Slime Search
 Snowball Dodgeball
 A Spoonful of
 Sugared Cereal
 Tossing Your Cookies



Uses blindfold

Battleship
 Blind Tricycle



Low intensity

Balloon Shoot
Banana Surgery
Bandage Race
Battleship
Beanbag Bomb Drop
The Butler
Cheese Battle
Cheesehead
Crosswords
Don't Laugh
In the News
It
Let's Deal
Name Toss
Numbers
Photo Op
The Play's the Thing
Porcupine
RedBlueGreenYellow
Scavenger Scramble
Silent Scramble
Slogans
Speed Tic-Tac-Toe
Watch Your Back



Medium intensity

Analysis
Atomic Balloon
Balloon Soccer
Blind Tricycles
Books of the Bible Race
Bowling Ball Hockey
Bucket Ball
Candy Race
Caterpillar Race
Cracker Stacker
Dance, Monkey, Dance!
Don't Lose Your Marbles
Flickerball
Flying Disc Competition
Hold the Line
Hoop Marathon
Human Pinball
Inch It!
Indoor Baseball
Inner Tube Squeeze
Limbo
Monkey Ball

Monster
Noodle Race
Pillow Race
Rock Paper Scissors Tag
Rope Roundup
Scrambled Eggs
Shape Up
Shaving Cream
Wiffle Ball
A Spoonful of Sugared Cereal
Stuff
Sweatshirt Relay
Taking It to the Bank
Team Broad Jump
Through the Hoops
Throw Game
Triangle
Two-Base Baseball
Wahoo Sam
Wash Your Hair



High intensity

Aliens vs. Predators
Animal Soccer
Ball Hawk
The Bomb!

Capture the Flying Disc

En Fuego

Fielders and Rounders

Fireman

Gone Fishin'

Hazard Ball

Odd Soccer

Pillow Fight

Slime Search

Snowball Dodgeball

Soaking Soccer

Speed Jenga

Sweatshirt Chariot
Race

Three Throw Things

Tossing Your Cookies

Water War

Basketball Relay

Sprint Relay

Three-legged Race

Sprint Race

Beanbag Bonanza

Three-way Tug

Agility Race

Marathon Medley

Marathon Race

Balloon Relay



Low skill

Atomic Balloon

Balloon Shoot

Balloon Soccer

Banana Surgery

Bandage Race

Battleship

Beanbag Bomb Drop

Blind Tricycles

The Bomb!

Books of the
Bible Race

Bowling Ball Hockey

The Butler

Candy Race

Cracker Stacker

Don't Laugh

Human Pinball

Inch It!

Indoor Baseball

Inner Tube Squeeze

In the News

It

Let's Deal

Monkey Ball

Monster

Name Toss

Noodle Race
Numbers
Photo Op
Porcupine
RedBlueGreenYellow
Rope Roundup
Scavenger Scramble
Scrambled Eggs
Slime Search
Slogans
Speed Tic-Tac-Toe
A Spoonful of
 Sugared Cereal
Stuff
Sweatshirt Chariot Race
Sweatshirt Relay
Wash Your Hair
Watch Your Back
Beanbag Bonanza



Medium skill

Aliens vs. Predators
Analysis
Animal Soccer
Capture the Flying Disc
Caterpillar Races
Cheese Battle

Cheesehead
Dance, Monkey,
 Dance!
Don't Lose
 Your Marbles
Fielders and Rounders
Fireman
Flickerball
Flying Disc
 Competition
Hazard Ball
Hold the Line
Limbo
Odd Soccer
Pillow Fight
Pillow Race
The Play's the Thing
Rock Paper
 Scissors Tag
Shape Up
Silent Scramble
Snowball Dodgeball
Soaking Soccer
Taking It to the Bank
Team Broad Jump
Three Throw Things
Through the Hoops
Tossing Your Cookies
Triangle
Two-Base Baseball

Wahoo Sam
Water War
Basketball Relay
Sprint Relay
Sprint Race
Three-way Tug
Agility Race



High skill

Ball Hawk
Bucket Ball
Crosswords
En Fuego
Gone Fishin'
Hoop Marathon
Shaving Cream
 Wiffle Ball
Speed Jenga
Throw Game
Three-legged Race
Marathon Medley
Marathon Race
Balloon Relay

The diagram illustrates a circular field layout for a game, with a square field inscribed within the circle. The field is divided into four quadrants by two diagonal lines, each labeled with a team name and a starting line. The dimensions and measurements are as follows:

- Overall Dimensions:** The field is 37' - 40' wide and 37' - 40' high.
- Team Lines and Starting Lines:**
 - Red Team Line:** Top horizontal line.
 - Blue Team Line:** Right vertical line.
 - Yellow Team Line:** Left vertical line.
 - Green Team Line:** Bottom horizontal line.
 - Red Starting Line:** Diagonal line from the top-left corner to the center.
 - Blue Starting Line:** Diagonal line from the top-right corner to the center.
 - Yellow Starting Line:** Diagonal line from the bottom-left corner to the center.
 - Green Starting Line:** Diagonal line from the bottom-right corner to the center.
- Measurements and Distances:**
 - 18 inches:** Distance from the Red Starting Line to the Red Team Line.
 - 4 ft.:** Distance from the Blue Starting Line to the Blue Team Line.
 - 15 ft.:** Distance from the Yellow Starting Line to the Yellow Team Line.
 - 16 ft.:** Distance from the Green Starting Line to the Green Team Line.
 - 5 ft.:** Distance from the center to the Red Team Line.
 - 7 ft.:** Distance from the center to the Blue Team Line.
 - 9 ft.:** Distance from the center to the Yellow Team Line.
 - 10 ft.:** Distance from the center to the Green Team Line.
 - 11 ft.:** Distance from the center to the Red Starting Line.
 - 12 ft.:** Distance from the center to the Blue Starting Line.
 - 13 ft.:** Distance from the center to the Yellow Starting Line.
 - 14 ft.:** Distance from the center to the Green Starting Line.
 - 17 ft.:** Distance from the center to the Red Team Line.
 - 36 - 48 inches:** Distance from the Red Starting Line to the Red Team Line.
 - 36 - 48 inches:** Distance from the Blue Starting Line to the Blue Team Line.
 - 36 - 48 inches:** Distance from the Yellow Starting Line to the Yellow Team Line.
 - 36 - 48 inches:** Distance from the Green Starting Line to the Green Team Line.
 - 6 - 12 inches:** Distance from the Red Starting Line to the Red Team Line.
 - 36 - 48 inches:** Distance from the Blue Starting Line to the Blue Team Line.
 - 36 - 48 inches:** Distance from the Yellow Starting Line to the Yellow Team Line.
 - 36 - 48 inches:** Distance from the Green Starting Line to the Green Team Line.

