Click to prove you're human

Everyone sits in a circle on chairs, and someone starts the game in the middle of the circle. They pick someone (generally of the opposite gender), sit on their knee and say to them "Honey, if you love me, give me a smile!". The person has to say (with a straight face and without smiling) "Honey, you know I love you but I just can't smile!" If the person smiles, they become the person in the middle of the circle, if not, the person continues until they get someone to smile! Submit your vote: We've compiled a list of icebreakers which are fun and easy to run! Team Building Activities are a great way to strengthen relationships amongst your group. Here are 8 activities that will do just that! Looking for a good name for your Youth Group? Check out our list of Youth Group Names. 3. www.CreativeYouthIdeas.com Activity As people walk in thedoor direct them to alarge sheet of posterboard or newsprint uponwhich you have writtenthe words Love is. Ask the participants tofinish the sentence andwrite their answers onthe poster. www.CreativeHolidayIdeas.com 4. www.CreativeYouthIdeas.com Variation Have a competitionbetween teams ofpeople to name asmany things aspossible that areassociated with love. Based upon these listshave participants forma definition of trueLove. www.CreativeHolidayIdeas.com 5. www.CreativeYouthIdeas.com You could also make alist of things on yourown and play a gameof charades. Some ideas: Heart, Kiss,Roses, Flirt, God,Valentine, Red, cupid,Date, Sacrifice, Marriage,Wedding, honeymoon,ring, family www.CreativeHolidayIdeas.com 7. www.CreativeYouthIdeas.com Examples might bepictures of lovingparents, friends, hugs,children, etc. After about tenminutes, bring themback together and leteach group sharewhat they found. www.CreativeHolidayIdeas.com 9. www.CreativeYouthIdeas.com Discussion Ideas Ask how God wouldddefine love. Point outthat Gods idea ofunconditional love orsacrificial love is a raretrait today, but one thatis essential to being afollower of Christ. www.CreativeHolidayIdeas.com 10. www.CreativeYouthIdeas.com Holiday CollectionGames and Activities in Celebrationof common Holidays.Creative Holiday Ideas has over 300 pages ofideas to help you plan your next New YearsDay, Valentines Day, Mothers Day, FathersDay, Halloween or Fall Festival, andThanksgiving event. If youve ever wonderedwhat youre going to do for all these holidaysand how youre going to do it, this resource isfor you. => Tell me more about the Holiday Collection Games help youth feel welcome, have fun, and build friendships. They are a great way to start a gathering or give the group a break. Games bring energy and joy to your youth ministry, VBS, or church camp. They also help teens and kids connect with one another.Each game on this page is easy to learn and easy to set up. Some need no supplies at all. Others use simple materials like paper, markers, or water. All of them are designed to work well with groups of different sizes and ages.These games also connect to faith. Many teach lessons about listening, trust, teamwork, or grace. Some help youth think about the Bible, the sacraments, or Gods love. You can use these games to help teach and share the faith in a fun way.Use these games to make your time with youth meaningful and fun. Try one as an opener, a break between lessons, or just to laugh and build community. Keep this list handy for your next event or gathering.See the full collection of games for youth below.Games in youth ministry help young people feel welcome and involved. They make the group feel more friendly and fun. Games help break the ice and make it easier for youth to connect with each other. This builds a sense of community and belonging.Fun activities also open the door to deeper lessons. When youth are enjoying themselves, they are more ready to hear messages about faith. Games can teach teamwork, trust, and how to make good choices. These things reflect what we learn in the Gospel. Games show that being Catholic is not boring or strictit can be joyful and creative. Jesus loved children and showed us that joy and community are part of following Him.Around the Mountain is an icebreaker game for youth ministry. Players move if a statement fits them, then try to find a new seat. One person ends up in the middle, ready to ask the next question. This keeps the game fast, fun, and full of energy.The game helps youth learn about each other in a simple way. It can be tied to themes like calling, listening, and trust. It also shows how God calls each of us by name. This makes it a good fit for retreats, small group meetings, or any time youth gather.Game of Cards is a simple icebreaker that helps youth get to know each other. All you need is a deck of cards. Players get grouped based on poker-style hands, like four of a kind or flush. Once in small groups, they share a few facts about themselves, such as their name, school, or a fun fact. After a few minutes, a new hand is called, and everyone forms new groups.This game works well with large or small groups and helps youth feel more relaxed. It encourages talking and builds trust in a fun and low-pressure way. It fits youth ministry themes like fellowship, community, and inclusion. It is a good way to start retreats, core team meetings, or small group nights. It helps everyone feel more comfortable before diving into deeper faith discussions.Party Circle is a fun name game that helps youth get to know each other. It is similar to Duck Duck Goose but with introductions and silly actions. One person, the host, walks around the circle and picks someone. They say their names three times while shaking hands or waving. Then they both move around the circle in a funny way like skipping or hopping. When they meet on the other side, they say Nice to meet you three times and race back to the empty spot.This game helps break the ice, especially when there are new people in the group. It encourages laughter, movement, and name learning. It works well at the start of a youth night or retreat. It supports youth ministry themes like welcome, joy, and fellowship. It helps create a space where everyone feels seen and included.Deserted Island is a talking game where each person picks one item to have if they were stuck alone on an island. They explain what they would bring and why. The item must be something they own and cannot help them escape. This helps the group learn about each others likes, needs, and values. It also builds confidence in speaking and listening.This game works well with youth ministry themes like trust in God, gratitude, and detachment. It can lead to good talks about Bible stories like Jesus in the desert or the Israelites in the wilderness. Youth reflect on what really matters and how God provides. Its a simple way to grow in faith and friendship.Love Your Neighbor is a fast and fun icebreaker game that gets youth moving and laughing. Players sit in a circle with one person standing in the middle. The person who is It asks someone, Do you love your neighbor? That person can either say Yes or say, No, but I love everyone who and name a trait. Everyone who matches that trait must switch seats. The person left without a chair becomes the next It.This game helps youth learn about each other and feel included. It works well with themes like loving others, inclusion, and building community. It connects to Jesus command to love your neighbor and reminds youth that faith involves action. The game also teaches listening and awareness while creating a joyful and welcoming space. Its a great way to start a youth night, retreat, or small group gathering.Family Circle is a group game that helps youth build stronger connections. Each person writes their favorite thing from a chosen category on a slip of paper. These are mixed up and read out loud without names. One player, the Head of Household (HOH), guesses who wrote what. If the guess is right, that person joins their family. The goal is to bring everyone into one big family by remembering favorites and making good guesses.This game works well with youth ministry themes like unity, respect, and the value of each person. It encourages listening, teamwork, and kindness. It helps break down walls and create a sense of belonging. The game also supports lessons on empathy and seeing others as part of Gods family. Its a great way to start group time, especially when focusing on community and relationships.Would You Rather is a simple game where players choose between two options and explain their choice. It helps youth learn more about each other and share their thoughts. The game encourages listening, creativity, and honest conversation. Its easy to play with printed questions and works well in small or large groups.This game fits youth ministry themes like choices, trust, and sacrifice. It can spark talks about making good decisions, trusting God, and thinking about others. You can connect it to Bible stories like David and Goliath or Daniel in the lions den. Its a fun way to build friendship and grow in faith at the same time.Getting to Know You Bingo is a fun icebreaker for middle school VBS or youth group. Each student gets a bingo card with different phrases like has a pet or likes pizza. They walk around and find people who match the phrases and get them to sign the squares. You can play until the whole card is filled or use a shorter version like filling one row or four corners.This game helps students meet each other and feel more comfortable. It fits well with themes like fellowship, welcome, and building community. Its a good way to start a new program, especially when kids dont know each other. It also helps youth see what they have in common and learn to listen and connect.The Yes No Game is a fun and engaging activity for youth groups. Players ask each other yes-or-no questions, but if they say No, they must give up their tokens. The goal is to keep as many tokens as possible. This game encourages quick thinking and creativity while keeping everyone involved.This game can be used to teach about saying Yes to God. It connects well with themes like trust, obedience, and faith. It is a great way to talk about Marys Fiat at the Annunciation or the calling of the disciples. The game also helps youth reflect on how often they say No in life and how they can be more open to Gods plan.Common Denominator is a fast-moving icebreaker that helps youth find what they have in common. The leader calls out a number, and players quickly form groups of that size. Each group has 15 seconds to discover one thing they all share, like we all have a pet or we all like pizza. Groups earn points if their answers are true, clear, and not repeated by others.This game builds community and helps youth see their shared experiences. It fits well with themes like unity, friendship, and the dignity of each person. It encourages teamwork, listening, and respect. The game is simple, needs no supplies, and works in any space. Its a great way to start a youth night or VBS session and helps break down barriers so real friendships can grow.Shoe Sort is a fun icebreaker where everyone takes off their shoes and puts them in a pile. One person picks a pair, guesses who they belong to, and describes three traits they think fit the owner. If the guess is right, the person gets their shoes back. If not, the guessed person becomes the next guesser. The game continues until all shoes are returned.This game helps youth reflect on how we judge others by how they look. It fits themes like dignity, empathy, and seeing others as God sees them. It opens the door to talk about bias and understanding others more deeply. It also builds trust and connection within the group.The Common Ground game is a fun and easy way to help youth connect, relax, and build relationships. By stepping into the circle for things they share in common, participants see how their experiences, interests, and values overlap with others in the group. This game encourages a sense of inclusion and belonging.The game can be used with many youth ministry themes, like dignity, gratitude, kindness, or service. It helps youth see the value in others and reflect on shared humanity. It also creates a positive, welcoming atmosphere, making it a great icebreaker for any gathering or lesson. Its simple, requires no materials, and works with groups of all sizes.Panic or Peace is a fast-paced game where teens react to silly or strange situations. They must quickly decide to panic or stay peaceful, then act it out. It helps break the ice, loosen up the group, and encourage quick thinking.This game works well with youth ministry themes like trust, fear, and making choices. It can start conversations about how we react in tough or strange moments. Its simple, fun, and full of laughter.The Newspaper Tower Challenge game is a fun activity where teams build the tallest freestanding tower using newspapers and tape. It encourages creativity, problem-solving, and perseverance.This game can be tied to youth ministry themes like building a strong foundation in faith (Matthew 7:24-27) or humility, as seen in the Tower of Babel (Genesis 11:1-9). Its easy to set up and works for any group size or age.Kingdoms is a fun group game that helps youth build memory, teamwork, and focus. Each player secretly picks a word in a chosen category. One by one, players guess words to find out who picked what. If a guess is right, the person guessed becomes a vassal and joins the guessers kingdom. The largest kingdom wins.This game connects well to youth ministry themes like leadership, loyalty, and the Kingdom of God. It shows how strong leaders guide others and how small things can grow bigjust like Jesus said about Gods kingdom. It also teaches the value of wise choices and working together in faith.The Blind Drawing game helps youth practice listening and giving clear instructions. One person describes a picture using only shapes and colors. The other person draws based on what they hear. They cannot see the picture or use object names.This game is great for youth ministry themes like trust, communication, and following Gods voice. It works well in small groups or large gatherings. It also makes a fun and meaningful way to start a lesson or reflection.Minefield is a teamwork game where one person is blindfolded and guided by a teammate through a path filled with obstacles. The caller gives clear directions while the blindfolded player listens and follows. If a player hits an obstacle, they must return to the start and try again. The first team to get all players across wins.This game teaches trust, listening, and patience. It connects well with youth ministry themes like trusting God, listening to His voice, and not giving up when we face challenges. It shows that we need help from othersand from Godto move forward in life.The Human Knot is a fun team-building game where players stand in a circle, grab hands with two different people, and work together to untangle themselves without letting go. It teaches communication, patience, and creative problem-solving. Everyone must listen, move carefully, and support each other to succeed.This game fits youth ministry themes like unity, helping others, and perseverance. It also connects to Our Lady Untier of Knots, who helps us untangle lifes problems with faith and trust. Youth learn that working together, like the Body of Christ, makes hard things easier. The game becomes a way to grow in friendship and faith.Silent Sorting is a team game where youth must line up in the correct orderby number, birthday, or other categorywithout speaking or using hand signals. They must find creative, non-verbal ways to communicate and solve the problem together. This builds teamwork, focus, and problem-solving skills.The game fits well with youth ministry themes like unity, listening, and silence. It reminds youth of Bible verses like Be still and know that I am God (Psalm 46:10) and St. Pauls teaching about the Body of Christ (1 Corinthians 12). It teaches patience, humility, and the importance of working as one.Guide Me to Heaven is a team game where blindfolded players are guided through an obstacle course by their leaders voice. The goal is to reach heaven, marked by two chairs at the end. Only one player moves at a time while the rest wait their turn. The first team to get all members to the finish line wins.This game teaches trust, teamwork, and the value of clear guidance. It connects to youth ministry themes like following Gods path, listening to His voice, and the role of the Church in helping us reach heaven. It shows that with strong faith and support, we can avoid obstacles and stay on the right path.The Spot the Difference game helps youth practice observation and focus. One team changes small things about their appearance, and the other team tries to spot what is different. It encourages paying attention to details and noticing changes.This game works well with themes like awareness, seeing God in everyday life, and recognizing change. It is simple to organize, requires no equipment, and works for groups of all sizes. Youth will enjoy the challenge while learning important lessons about being present and observant.Walk the Plank is a teamwork game where small groups move across a space using only two wooden planks. Players must all stay on the boards and work together to move one plank forward, step onto it, and repeat the process. If anyone falls off, the team starts over. The game is fun, challenging, and great for middle school youth.This game teaches communication, patience, and problem-solving. It fits youth ministry themes like unity, helping others, and perseverance. Just like in our faith journey, the goal is to stay on the right path and support each other along the way. Its a great way to build trust and grow as a group.Walk Stop Mixup is a fun and active game that helps youth practice listening and following directions. Players start by walking when told walk and stopping when told stop. Then the commands are switchedwalk means stop, and stop means walk. More commands like clap or tap can be added to make it more challenging and fun.This game teaches focus, patience, and humility. It connects to faith themes like listening to God, trusting His guidance, and growing as a community. It also reminds youth that its okay to make mistakes. Laughter and teamwork help them build strong bonds and enjoy learning together in a joyful way.Water Transfer is a fun and messy team game perfect for VBS or youth group. Teams must carry water from one end of the field to the other using creative tools like sponges, cups, or buckets with holes. They must stay connected while moving, or they have to go back. The first team to fill their bucket at the finish line wins.This game builds teamwork, problem-solving, and patience. It fits well with youth ministry themes like unity, cooperation, and helping each other. It also shows how working togethereven when its hardcan lead to success. Its a great way to build friendships and have fun with a purpose.The Change My Heart relay race game is a fun and active way to teach about conversion. Players replace stones with candy hearts, showing how God takes away sin and fills hearts with love. This simple game helps youth understand that real change takes action.This game works well with themes like conversion, repentance, and Gods mercy. It connects to Bible stories like St. Pauls conversion and the Prodigal Son. It also relates to the sacrament of confession, where God removes sin and gives grace. This is a great game for youth ministry, retreats, or religious education classes.The Blanket Carry Relay game is a fun and active way to build trust, practice service, and reflect on faith. Teams take turns carrying a teammate on a blanket around a course, rotating roles until everyone has a turn.This game can connect to youth ministry themes like helping others, as seen in the story of the paralyzed man in Mark 2:1-12, and carrying each others burdens, inspired by Galatians 6:2. It encourages youth to think about how they can support one another physically and spiritually.Camel through the Eye of a Needle Race is a fun and meaningful game for youth ministry. Players act as camels, carrying balloons in saddlebags through an obstacle course. The goal is to make it through a narrow spacelike the eye of the needlewithout dropping the load. If the saddlebag falls or is touched, they must start over. Teams race to get all their balloons through the course.This game teaches youth about letting go of things that weigh us down, like pride or material things. It connects to Jesus words about how hard it is for the rich to enter the Kingdom of God. The game also shows the value of humility, simplicity, and trust in God. It helps youth reflect on what they may need to give up to follow Jesus more closely.The Pig Food Race is a fun and silly game that helps youth connect with the story of the Prodigal Son. Players push a soft ball using only their noses, crawling like pigs across the floor. This reminds them of the sons lowest momentlonging to eat pig food. Its a hands-on way to explore the results of poor choices and how sin can lead us to hard places.The game also teaches lessons about humility, repentance, and Gods mercy. Just as the Prodigal Son had to humble himself and return home, players must get low to finish the race. It opens the door for reflection on how God always welcomes us back with love. This activity makes a serious Bible lesson easier to understand while bringing energy and laughter to your youth group.Phony Fun Relay is a silly relay race where players dress up in masks, hats, wigs, and other funny props. Each team member runs to the pile of props, puts on at least four items, and runs back. If anything falls off, they must return and try again. The race continues until all team members have taken a turn.This game is perfect for lessons about pretending to be someone were not. It connects to youth ministry themes like honesty, hiding from God, and being true to ourselves. It reminds youth that God sees the real us and loves us anyway. Its a fun way to start a deeper conversation.Crossed Up Jam Up is a fast-paced relay game where four teams move across the room from corner to corner using silly movements like crab walking, hopping, or walking with eyes closed. Everyone moves at the same time, causing a traffic jam in the middle. The first team to get all players to the opposite corner wins a point. The game continues with new movement styles each round.This game teaches teamwork, patience, and problem-solving. It fits youth ministry themes like dealing with obstacles, working together, and staying focused on your goal. It can also start a discussion about how life can feel crowded or confusing, but God helps us find the way.Unlock Your Future is a team game where youth search for hidden number cards and a matching lock. Each team has its own color and must find the numbers for their lock, figure out the correct order, and unlock it. The first team to open their lock wins. You can make it a scavenger hunt by adding clues and more locks in a sequence.This game teaches teamwork, patience, and problem-solving. It connects to youth ministry themes like trusting in Gods timing, working through challenges, and discovering Gods plan. Just like the game, we dont always know the right path right away, but with faith and effort, the way becomes clear.Carrying Burdens Relay Race is a team game where youth take turns running with a heavy backpack. Each time they reach a marked spot, they add an item to the bag before carrying it back and passing it to the next teammate. The race continues until all players have taken a turn.This game teaches teamwork, endurance, and faith. The heavy backpack represents lifes burdens, reminding youth that everyone carries something hard. It opens the door to talk about how Jesus helps carry our struggles. It also shows the importance of supporting each other and trusting God when life feels heavy.Pirate Peg Legged Race is a fun relay game where pairs of players race with their legs tied together, like a three-legged race. Dressed in pirate gear, they run to collect treasure and bring it back to their teams chest. Teams take turns until one chest is full. You can also play a water version, using hats to carry water instead of treasure.This game builds teamwork, patience, and laughter. It fits youth ministry themes like working together, helping others, and finding joy in simple things. It can also remind youth that treasure isnt always goldtrue treasure is love, friendship, and faith in Jesus.I Gotta Go is a funny relay game where youth race to drop a ping pong ball into a jarwhile holding the ball between their knees. If the ball drops early, they must go back and try again. The first team to get all their balls into the jar wins.This game brings lots of laughs and builds teamwork. It fits well with youth ministry themes like joy, patience, and working together. It can be used with lessons about waiting, Advent, or even pro-life topics. Its a simple way to help youth relax, bond, and grow in friendship and faith.Silly Server is a fun relay game where players act like waiters, balancing a ping pong ball on a plate while racing to a turnaround point and back. If the ball falls, they must start over. The game continues until all team members have had a turn. Its light-hearted but requires focus, balance, and patience.This game teaches teamwork, service, and trying again after failure. It connects to youth ministry themes like humility, helping others, and following Jesus example. Just like Jesus served others with care, youth learn that service takes effort and love. Its a playful way to talk about serious faith lessons.Pass It On is a fun relay game where teams pass a roll of toilet paper down the line using an over-under pattern. Players wrap the roll around their waist, then pass it to the next person. If the roll breaks, they stop, wrap it again, and continue. The game ends after a set number of rounds or when the roll is empty.This game teaches teamwork, patience, and the idea of passing on faith and good deeds. It fits well with youth ministry themes like sharing Gods love, helping others, and building community. Its simple, flexible, and brings lots of laughter while teaching a deeper message.Water Balloon Relay is a fun, active game where teams use towels to toss and catch water balloons down a line. If the balloon drops or bursts, the team starts over. The first team to pass the balloon successfully to the end wins. Its great for summer VBS, church camps, or youth group fun.This game builds teamwork, trust, and communication. It fits with youth ministry themes like working together, supporting others, and celebrating joy in community. Its a simple way to bring energy and laughter while reminding youth that faith and fun can go hand in hand.Invitation Relay is a team game where players run to a box, pick an envelope, and complete the task inside. Tasks can be simple, like naming fruits or hopping on one foot. After finishing the task, they run back and tag the next teammate. The first team to finish wins, or the team with the most completed tasks wins if using a timer.This game teaches youth about receiving and responding to Gods call. It connects with themes like saying yes to Jesus, making choices, and taking action in faith. Each small task is a reminder that God invites us every day to follow Him in simple ways. It also shows how each person plays a role in the Church and in their team.In the Blended Happy Meal Challenge, volunteers race to consume a Happy Meal. Unbeknownst to participants, the Happy Meals are blended into smoothies and served in clear cups. The setup involves hiding the blender and cups, while displaying the Happy Meals visibly. Participants, initially thinking they will eat a regular Happy Meal, are instead given the blended version to drink as quickly as possible.The game, known for eliciting strong reactions and laughter, concludes with a prize for the fastest to finish their unconventional Happy Meal smoothie.The Baby Food Taste Tester game is a fun and surprising activity where blindfolded players try different baby food flavors and guess what they are. Each correct guess earns a point. The game brings lots of laughter and can be made harder by adding food coloring or using blindfolds to remove visual clues.This game works well in youth ministry to talk about spiritual nourishment. Just like babies need food to grow, we need Gods Word and faith to grow too. It reminds youth that the journey of faith can be unexpected, but every experience helps us grow. Its a playful way to spark deeper reflection.Jelly Donut Feeding is a messy and funny game where one blindfolded player feeds jelly donuts to their blindfolded partner using only one hand. The person being fed cant use their hands at all. The first pair to finish all three donuts wins, or you can set a time limit and see who eats the most.This game adds lots of laughter and is great for building friendship and trust. It works well in youth ministry to highlight themes like helping others, patience, and not taking ourselves too seriously. Its a fun way to bring people together and remind us that joy and service often go hand in hand.In this variation of hot potato, participants play with toast and a variety of condiments, ranging from typical spreads like butter and jam to unconventional ones like ketchup and mustard. As bread toasts, players take turns adding a condiment. When the toast pops up, the person next in line must take a bite of the condiment-laden bread.This game, suitable for large groups and often played upfront with 6-10 participants, incites laughter and anticipation as players cheer and challenge each other with creative, often gross, condiment combinations. Its a fun, engaging activity that encourages participation and lighthearted competition.Candy Identity is a guessing game where players try to identify candy flavors by appearance only. They write down what they think each candy tastes like without smelling or tasting it. After guessing, they taste the candy and see if they were right. This can be played by the whole group or with a few players up front.This game works well with youth ministry themes like identity, judging by appearances, and how we see others. It shows that whats on the outside doesnt always match whats inside. Its a simple and fun way to start deeper conversations about who we are in Christ and how we are all more alike than we think.The Donut Fishing game is a humorous and slightly messy indoor activity perfect for youth ministry settings. Participants attempt to eat powdered sugar donuts dangled from strings attached to dowels, without using their hands.This game, which can be played by everyone or in an upfront style with select teams, aligns well with themes of being spiritually fed, community, and even the concept of being fishers of men. Its suitable for various meeting contexts, including discussions about community and shared meals like donuts after Mass. The game also offers a challenge version for added excitement, and its guaranteed to incite laughter and enjoyment among teens.Glow in the Dark Dodgeball is a fun and active game that gives a classic favorite a glowing twist. Players wear glow bracelets and throw soft, glow-taped dodgeballs in a darkened space marked with glow tape and cones. Standard dodgeball rules apply, with added excitement from the glowing setup.This game is perfect for youth ministry events like lock-ins or retreats. It builds teamwork, energy, and connection. It also fits with themes like being a light in the darkness or shining with Gods love. Its a great way to mix fun with faith and create lasting memories.Protect the President is a dynamic dodgeball variant designed to energize groups. The game involves one or more dodgeballs and centers on a president who must avoid being hit, confined within a small taped circle for added difficulty. Players surround the president and a designated bodyguard, who defends the president from incoming balls.The bodyguard can block with any body part, while the president dodges without touching the ball. If the president makes contact with the ball, roles switch: the thrower becomes the bodyguard, and the bodyguard becomes the president, ensuring a fast-paced and engaging activity.The Glow in the Dark Balloon Stomp game is a fun activity for youth groups. Players try to pop each others glowing balloons while protecting their own. Its exciting, active, and easy to set up. The game can be used to teach themes like Gods light guiding us and staying strong in faith. Its perfect for evening events or any time you want a creative way to build energy and share faith lessons.This game brings fun and purpose together in a way that engages youth and encourages them to think about their relationship with God.Guard the Treasure is an engaging indoor game suitable for small youth groups of 6 to 8 players. One player, designated as It, guards an object representing the treasure, placed at their feet against a wall. The remaining players, the thieves, attempt to snatch the treasure without getting their hands touched by It. If It touches a thiefs hand, that hand is immobilized; if both hands are touched, the thief becomes a guard alongside It.The game escalates as more players join the guard, and if a thief successfully claims the treasure, they become It for the next round, promoting alertness and strategy.Crown the King is a fast-paced game where players wear paper crowns and try to knock off each others crowns using soft, half-length pool noodles. The goal is to keep your own crown on while gently tapping others off. Once your crown falls, youre out. The last person with a crown wins.This game is great for youth ministry because it teaches quick thinking, fair play, and respect. It can connect to themes like protecting your faith, staying strong under pressure, or defending what matters. It also builds community through fun and teamwork.Penny Chin is a humorous game where players balance a penny on their chins, trying not to use hands or tilt heads back. The amusing challenge, involving pairs attempting to distract each other to cause the penny to drop, serves as a delightful icebreaker or lesson tie-in on topics like money, tithing, or generosity.A clever trickusing the lower lip to secure the pennyadds a twist, making it harder as smiling and laughing jeopardize the pennys stability. The last person to keep the penny on their chin wins, ensuring laughter and engagement throughout the game.The Not in My Basket game is a fun activity where teams collect their own colored balls while keeping others out of their basket. It teaches decision-making and fairness and can connect to youth ministry themes like focus, respect, and treating others with kindness.The game is also a great way to spark discussions on racism, immigration, and helping others. It encourages players to reflect on how small actions impact others and how God calls us to welcome and support one another. This simple but meaningful game is perfect for youth ministry, retreats, or group gatherings.Train Tag is a dynamic, no-supplies-needed game ideal for youth groups or Vacation Bible School, especially fitting a railroad theme. Starting with three engines who are it, the game involves tagging other players to add them as cars to their train by linking arms. Only engines can tag, and if a train breaks, it must be reformed before tagging resumes.The game concludes when all players are part of a train, with the longest train declared the winner. This game promotes physical activity, teamwork, and strategy, making it a spontaneous and engaging choice for group settings.Sheep and Goats is a fun and active way to teach youth about making good choices. It is based on Matthew 25:31-46, where Jesus separates the sheep from the goats. This game helps young people understand the importance of helping others and choosing kindness. It works well as a warm-up before a lesson on the Final Judgment or the Corporal Works of Mercy.Players must move balloons, representing sheep and goats, to the right side. This fast-paced game makes youth think about their actions. It also encourages them to reflect on how they can serve others in their daily lives. It is easy to set up and keeps youth engaged while reinforcing an important faith lesson.The Fruit Salad game is a fun and active way to get youth moving. Players sit in a circle and are given a fruit name. One person stands in the middle and calls out a fruit. Everyone with that fruit must find a new seat. The person left standing becomes the new caller.This game works well in youth ministry, VBS, and church camp. It can be used to teach about bearing good fruit, the Fruits of the Spirit, and staying rooted in Christ. It helps youth think about their faith while having fun. The game requires no materials and is easy to play with any size group.Cups and Downs is a fast-paced activity where two teams compete to flip plastic cups. One team tries to turn them right side up, while the other team tries to flip them upside down. The team with the most cups in their position at the end wins. It is easy to play and works well for youth groups of all sizes.This energizer can be used to teach faith lessons. It connects to themes like staying alert, making good choices, and turning back to God. It is also a fun way to bring energy to a youth group meeting. Whether used as an icebreaker or a lesson starter, it helps keep youth engaged and active.The Sleeping Conductor game is a fun guessing game for youth groups. One player pretends to sleep while another quietly steals a ticket. The sleeper then wakes up and tries to guess who took it. It helps build focus, thinking skills, and attention.This game works well with youth ministry themes like staying alert in faith, making wise choices, and being honest. It can lead to short, meaningful talks about Scripture, like Jesus telling His followers to stay awake or King Solomon asking for wisdom.Tiger Tail Tag is a fun, high-energy game where players chase a tiger to pull off its tail. The tiger wears a flag or cloth as a tail, and when someone grabs it, the tiger throws candy as a reward. Then the tail is reattached, and the game continues until the candy runs out.This game works well for youth ministry because it builds community, gets everyone moving, and brings lots of laughs. It can connect to themes like perseverance, joy in the journey, or even chasing after God. Its simple, active, and sweetliterally.In the Shipwreck game, teams use a ship (like a tarp, hula hoop, or cardboard) suitable for their size, ensuring fairness. It involves setting start and finish lines, dividing players into teams of 5-10, and racing while maintaining contact with their ship. Commands like shark require players to quickly gather on their ship, promoting teamwork and quick thinking. The first team to the finish line, following multiple rounds of shark commands, earns extra points.The team with the most points wins, emphasizing strategic teamwork, adaptability, and coordination in a fun, competitive setting.Fox and Chickens Tag is both fun and meaningful, suitable for youth groups or other events like Vacation Bible School (VBS). It offers more than mere entertainment, connecting with Christian themes like divine love and social justice. Participants play roles of Fox, Mother Hen, and Chicks, enjoying engaging play while reflecting on deeper values.Since it doesnt need any special materials, its accessible and promotes inclusiveness. Whether aiming to highlight religious themes or just foster joy and camaraderie, Fox and Chickens Tag can be an excellent addition to youth ministry activities.Bail the Ship is a water balloon game that helps youth work together while having fun. Teams use towels to launch balloons over a divider, trying to catch and return them. It builds teamwork, coordination, and quick thinking. The game works well outdoors and is a great way to stay active and cool.This game can be used in youth ministry to teach about community, stewardship, and working for the common good. Like the early Church in Acts, everyone must do their part. It also opens discussion about caring for Gods creation and using what we have wisely. Its a playful way to teach faith lessons.Planet Pickup is a high-energy game where kids race to grab a ball (a planet) and run around a sun in the center. Its a great fit for space-themed events like Stellar VBS. The game can be played just for fun or as a team competition. It encourages physical activity, focus, and quick thinking.This game can also connect to youth ministry themes like Gods creation and order in the universe. Just as planets move in harmony around the sun, we are called to live in harmony with God at the center. Its a fun way to talk about Gods design and how we all have a place in His creation.Get on Noahs Ark is a simple and engaging game suitable for Vacation Bible School, church camp, or youth groups, designed for players aged 8 and up. Utilizing laundry baskets as the Ark and stuffed animals as the passengers, the game involves pairs of playersone tossing animals over their head towards their partner who attempts to catch them in the basket.This game, adaptable for indoor or outdoor play, can be scaled in difficulty by varying the number of animals used, making it enjoyable for younger children and challenging enough for older students or youth ministry members. It encourages coordination, teamwork, and provides a fun, thematic connection to the biblical story of Noahs Ark.Musical Statues is an energetic game that encourages movement and fun, ideal for youth meetings or VBS, especially those focusing on themes like freedom or joy. Instead of chairs, players dance to music and must freeze when it stops; those who move afterwards are out.This game, needing only a music source and speakers, is more inclusive and less physically risky than musical chairs, making it suitable for older youth. To engage shy participants, leaders can demonstrate exaggerated dance moves everyone must mimic, ensuring active participation and a lively atmosphere, while also providing a lively break between quieter activities.In Caboose on the Loose, participants form small trains by holding onto the shoulders or hips of the person in front, with additional players acting as cabooses aiming to join a train. When a caboose attaches to a train, the lead player detaches to become a new caboose, keeping the game in constant motion.This non-competitive, fun activity emphasizes teamwork and coordination, with an emphasis on safety to ensure all players can keep up without risk. Its an excellent choice for energizing a group and fostering a sense of unity and laughter, perfect for youth groups or team-building sessions.Protection Dodgeball is a fun and active game where one player protects their partner from getting hit by soft balls. It builds teamwork, trust, and quick thinking. Players learn to care for each other and work together, making it a great icebreaker or youth group activity. The game is exciting and helps players feel supported and valued by others.This game can be used to talk about how God protects us and how we can support each other in faith. It connects to Bible themes like intercessory prayer, the role of angels, and Jesus sacrifice. Just like the protector shields their partner, God watches over us. The game helps youth see faith in action and understand how we are called to care for others in daily life.Wild Wet Wiffle Ball is a refreshing twist on traditional wiffle ball, designed for youth group or VBS summer activities, incorporating water elements for extra fun. The game uses standard wiffle ball equipment, with kiddie pools as bases and options for sprinklers, Slip n Slides, or splash pads to enhance the wetness.The rules adapt to childrens capabilities, with modifications for batting and fielding to suit different age groups. Scoring and innings mirror regular wiffle ball, but with a splashy twistplayers stand in water-filled pools for bases, adding a cool relief on hot days and making the game an enjoyable, wet adventure.Eternal Dodge Ball is a silly, fast-paced game where no one stays out for long. When a player gets hit, they sit down, but they can return once the person who hit them is also hit. This keeps the game going and adds strategy. The game uses soft dodge balls and limits players to three steps when throwing, keeping things safe and fun. There are no teams, and the game can go on for a long time.This game fits well with youth ministry themes like forgiveness, second chances, and eternal life. It can start a conversation about how God gives us many chances to return to Him and how His love never ends. Just like in the game, we may fall, but were always invited to get back up. Its a great icebreaker and a creative way to connect fun with deep spiritual lessons.Mutiny, also known as the Human Pinata game, is a fun and energetic game for youth groups or Vacation Bible School. One player is the captain, and the rest are pirates with foam noodles as swords. When pirates tag the captain, he must toss candy in the air. The pirates collect the candy while the captain runs away. The game ends when all the candy is gone.This game encourages teamwork, fair play, and laughter. It can tie into themes like generosity and joy. Just as the captain shares candy, we are called to share our blessings with others. The game also shows how joy can come from giving and receiving. Its a playful way to build community and remind youth that fun and faith can go hand in hand.The Love Definitions icebreaker game is designed for youth ministry settings to explore diverse viewpoints on love and foster group unity and teamwork. In this game, participants form small groups to create a concise definition of love using five words or fewer.These definitions are then shared anonymously, and the group guesses which team devised each one, leading to a discussion that allows individuals to share personal interpretations and experiences related to love. This activity not only prompts reflection on the meaning of love but also encourages creativity, collaboration, and open dialogue among participants.Noisy Circle is a fun listening game that teaches youth how to focus in a loud setting. Players form a large circle and talk to a partner across from them while everyone else is talking too. It helps them practice listening carefully even with distractions around them. This skill is useful in everyday life and helps improve communication.The game also connects to faith. It shows how hard it can be to hear Gods voice in a noisy world. Just like Elijah heard God in a quiet whisper, youth learn that they need silence and focus to hear God clearly. Its a simple way to teach about prayer, attention, and spiritual listening in a fun and active setting.The Know It All Game is a competitive activity designed to test the knowledge of youth across various categories. Teams compete by writing down as many items as possible within a category in one minute, with the opportunity to rotate players if someone gets stuck.Points are awarded for each unique, appropriate answer, and after several rounds, the team with the most points is declared the Know It All. This game not only encourages quick thinking and teamwork but also serves as an engaging way to review or introduce topics, from biblical figures to general trivia like state capitals or ice cream flavors.The Sacrament Scavenger Hunt is an engaging activity designed to familiarize participants with the symbols and concepts of the Catholic sacraments through interactive exploration. Items related to various sacraments are hidden around a meeting space or grounds for participants to find.These range from direct sacramental symbols, like a cup of water for Baptism or a chalice for Eucharist, to more discussion-provoking objects like an eraser for Reconciliation or super glue for Matrimony. This scavenger hunt offers a dynamic way to spark conversations about the sacraments, making learning about faith both fun and memorable.Is the Price Right? is a fun game that teaches youth about money and real value. Players guess the prices of everyday items, then compare them with things that cant be boughtlike friendship, clean air, or faith. The game helps youth think about what really matters in life and how some things are worth more than money.This game also connects to themes from the Bible. It shows that treasures in heaven are more important than material things on earth (Matthew 6:19-21). It can start good conversations about generosity, dignity, and what we truly value. Youth learn to look at the world differently and reflect on how they use their time, money, and energy.The Alphabet Race is a humility game designed to challenge participants confidence in their knowledge of the alphabet by asking them to arrange letters in reverse order. Selected from those who express confidence in their skills, players are given a bowl of alphabet letters to sequence backwards, with the twist of starting over if they misplace a letter.This activity not only tests alphabetical knowledge but also prompts reflection on overestimating abilities and recognizing that tasks easy for some may be challenging for others. It serves as an engaging lead-in to discussions about humility, encouraging players to consider their own strengths and limitations.The Paper Toss Holy Spirit game is a simple activity that teaches about how the Holy Spirit moves in our lives. Youth toss crumpled paper toward a basket while a fan blows, making it harder to aim. This shows how we can feel the wind but not see it, just like we experience the Holy Spirit even if we cant see it.This game can be used in Catholic youth ministry to support themes like Pentecost, confirmation, and growing in faith. It works well in Vacation Bible School or a faith formation class. The game is fun and helps youth reflect on the unseen power of God.Leaders We Love is a small group activity that helps youth identify the traits they admire in leaders. Each group lists people they see as good leaders and writes down three qualities for each one. The groups then share their posters and discuss which traits came up most. This opens a conversation about what makes someone a strong and trusted leader.The activity connects well with youth ministry themes like service, humility, and influence. It helps teens reflect on how leaders shape their lives and how they can grow as leaders themselves. It also encourages them to see leadership from different points of view, including traits they may not expect.The Fearful Finds relay game is designed to challenge participants to confront their fears by searching for coins hidden in a box filled with unsettling textures. Teams of five dive into containers layered with cooked spaghetti, pudding, soft candy, and potting soil to retrieve five coins, facing the unknown with each reach.This activity not only sparks laughter and teamwork but also prompts a deeper reflection on personal fears and the role of faith in overcoming them. Following the game, discussion questions encourage players to share their experiences and explore how their

like community, listening, and learning to notice others in new waysjust like we learn to listen for God in different ways.Egg-Chicken-Dinosaur is a fast-paced and funny game that uses Rock-Paper-Scissors to move through stages of evolution. Everyone starts as an egg and must act like one. Players find others of the same type and play Rock-Paper-Scissors. Winners move up a stage (egg to chicken, chicken to dinosaur, and so on), while losers move down a stage.This game is great for large groups and encourages movement, quick thinking, and interaction. It can also tie into youth ministry themes like growth, change, and how we mature in faith. Use it with a lesson on the Catholic view of science and faith or Pope Francis words about each stage of life being a time to believe, hope, and love.Tick-Tock the Crocodile Hunt game is a fun hide-and-seek activity for catechesis. One player, Captain Hook, listens for the ticking sound of a hidden crocodile to find it before time runs out.This game teaches focus, calmness, and listening skills while tying into themes of fear, trust, and faith in God. Its perfect for small groups, pirate-themed events, or lessons on courage. It helps youth connect Biblical stories, like David and Goliath or Peter walking on water, to real-life challenges.The Ah So Co game is a fast-paced circle game that uses simple motions and short words. It helps youth pay attention, listen carefully, and think fast. This game is great for Catholic youth groups, VBS, and retreats.Use the game to tie in themes like listening to God, following directions, or matching words with actions. It fits well with lessons about Samuel, Mary, or the disciples. No supplies are needed, and it works with any group of six or more.This Simon Says Balloon Game is a fun twist on the classic Simon Says game, designed to teach youth about listening, obedience, and focus. Played in pairs with a balloon between them, youth must carefully follow instructions starting with Simon Says while keeping the balloon in place.This activity is perfect for youth ministry themes like obedience, trust, and cooperation. It helps participants learn the importance of following instructions, just as we are called to follow the Churchs teachings. The balloon challenge adds a reminder about staying mindful and avoiding distractions as we try to keep our faith strong.Treasure Islands is a fun and active game like Musical Chairs, but with decorated poster board islands instead of chairs. Players move around while music plays and quickly find an island when the music stops. One player is out each round, and the game continues until only one remains. It teaches quick thinking, movement, and teamwork. Even those who are out can help run the game.This game connects well to youth ministry themes. It can represent trusting God to guide us, like finding a safe place during lifes journey. The islands can remind youth of places in the Bible where God protected His people. The game also shows the importance of being ready to respond to Gods call. Treasure Islands is easy to set up, encourages creativity, and gives leaders a way to blend faith and fun in one simple activity.Psychiatrist is a fun icebreaker game for youth groups. One player leaves the room while the group agrees on a silly problem they will all pretend to have. The psychiatrist returns and asks questions to figure it out. Everyone must answer based on the fake problem, not real life. If someone messes up, the group yells Psychiatrist! and switches seats, making it harder to solve the mystery.This game helps youth learn to listen closely and think creatively. It also encourages laughter, teamwork, and paying attention to others. It fits well in youth ministry as a way to build community and get people comfortable with each other. You can connect it to themes like understanding others, noticing whats beneath the surface, or being part of the Body of Christ. Everyone has a part, and the group works together toward one goal.The Buried Treasure game is a fun, hands-on activity where youth dig through sand to find hidden treasures. The goal is to work together to uncover as much treasure as possible within a set time.This game is ideal for youth ministry because it encourages patience, focus, and the joy of discovery, which connect to faith themes like Gods hidden blessings and seeking His kingdom. Simple to set up and engaging for groups, the Buried Treasure game is a great way to build positive experiences in any youth setting.Water Drop Race is a simple and fun game where players blow a water drop across wax paper. It teaches patience, focus, and gentle control. If they blow too hard, the drop splits. This makes players slow down and think, which can help with self-control in other areas of life. It works well indoors and is great for all ages at youth group or VBS.The game can connect to faith themes like baptism and Gods guidance. The water drop staying together can show how we need each other in community. It also reminds us that God moves us forward with grace, just like the drop moves with a gentle breath. Leaders can use this game to talk about unity, trust, and how God leads us in quiet ways. Its a fun and visual way to explore deep truths.Hook the Treasure is a fun team game where kids use homemade hooks to pick up and carry small treasures to a chest. Its great for a pirate-themed VBS or youth camp. The game builds hand-eye coordination and encourages teamwork. Players must work together, cheer each other on, and stay focused. It can be played indoors or outdoors and works well with many age groups.This game connects to faith themes like seeking God, unity in the Body of Christ, and perseverance. Just as children search for treasure, we are called to seek Gods love and truth. Working together reminds us we are one Church, with each person playing a role. The effort needed to hook the treasure teaches patience and trust in the process. Hook the Treasure helps kids learn these values through play, making faith lessons easy to understand and remember.Fish Bowl Toss is a fun carnival-style game that works well at youth ministry events or VBS. Players toss ping pong balls into fish bowls, trying to land one in a bowl with a plastic fish. If they succeed, they win a prize like a toy fish or candy. Its a great way to build hand-eye coordination and bring energy to a group event. The game is easy to set up and can be adjusted for different age groups.This game also teaches patience and persistence. Players learn that not every try leads to success, but trying again is part of the fun. It fits well with themes like joy, community, or seeking God with our whole heart. Like the toss, faith takes practice, and we grow through each try. Fish Bowl Toss brings laughter and friendly competition while helping youth build confidence and enjoy being part of the group.Ninja is a fast-paced game that gets youth moving and laughing. Players stand in a circle and take turns trying to swipe at each others hands using only one motion and one step. After each move, they must freeze in place. If a hand is hit, its out. Once both hands are out, the player is out of the game. The game continues until only one ninja remains.This game works well as a warm-up or time filler in youth ministry. It builds focus, quick thinking, and awareness of others. Ninja can also be tied to themes like self-control, perseverance, or spiritual alertness. Just like in the game, we are called to be alert in our faith and careful with our actions. Ninja is simple, fun, and encourages community through playful competition.Fight the Bite Secret Tag is a fun and engaging game for youth groups. Players secretly tag each other with red dot stickers while trying not to get caught. The purpose of the game is to develop social skills, teamwork, and honesty. If caught, players keep the sticker and take an extra one.This game is perfect for youth ministry, teaching themes like watchfulness, integrity, and patience. It helps build community and create joyful memories. Use it at your next event to bring fun and important lessons to your group.Davy Jones Locker is a simple and fun fishing game for kids at VBS or church camp. Children use homemade fishing poles with magnets to rescue pirate figures and treasures from a kiddie pool. Its easy to set up and works well for all ages. Even the youngest kids can take part and enjoy the surprise of what they catch. The game helps kids use their hands and encourages teamwork.This game also connects to youth ministry themes like rescue and redemption. Just like the kids pull treasures from the sea, Jesus rescues us and brings us into His love. Its a playful way to remind children that God values each person and wants to save them. The game can lead to simple lessons about being saved, helping others, and Gods care for all. Its a great mix of fun, faith, and imagination.The Boat is Sinking is a fun and fast-paced icebreaker. Players must quickly form groups based on the number called out by the captain. Anyone left out answers a question about themselves. This helps youth learn more about each other in an active way.This can be used in youth ministry to connect with faith themes. It can remind players of trusting in Jesus, being ready for Gods call, and making good choices. It also helps develop listening and decision-making skills. This is a great way to bring energy and fun to any youth group.Pictionary is a fun and creative game that helps teens connect, laugh, and learn together. Players take turns drawing words or phrases while their team tries to guess what it is. The game encourages teamwork, communication, and quick thinking. Its easy to set up and can be adapted for any group size or meeting theme.In youth ministry, Pictionary works well with Bible stories, virtues, or Church teachings. Teens can draw scenes like Noahs Ark or symbols like the cross. This helps them remember key parts of their faith while having fun. The game also supports values like community and cooperation. Its a simple way to make learning about faith more active and meaningful.Pair Off Square Off is a fun icebreaker that helps teens get to know each other. Each person has a famous name or character taped to their back. They must ask yes-or-no questions to figure out who they are, then find their matching partner. Once both know their identities, they sit down together. The game ends when everyone finds their pair.This game is great for starting youth group meetings. It encourages talking, teamwork, and laughter. You can use pairs from the Bible, like Mary and Joseph or David and Goliath, to connect it to faith themes. It helps teens feel welcome and included, especially if theyre new.Glow in the Dark Twister is a fun and active game that puts a new spin on the classic Twister. It uses glow-in-the-dark chalk or paint to create a glowing game board for indoor or outdoor play. The game is great for youth groups, camps, or VBS nights. It gets teens moving, laughing, and working together in a playful and creative way.This game can also connect to a faith theme like GLOWGod Lights Our Way. As players move in the dark guided by glowing colors, they can reflect on how Gods light helps guide them through life. Its a reminder that even in confusion or challenge, God is always with us.The Treasure Hunt game is a fun and simple way to engage youth in learning about their faith. Players search for hidden treasures like chocolate coins or small treats.This activity can connect to themes such as seeking Gods kingdom, discovering His blessings, or finding wisdom. Its a great choice for youth ministry because it combines fun with meaningful lessons. The game also encourages skills like problem-solving and observation. Whether indoors or outdoors, this game adds excitement and faith-based reflection to any gathering.Could You Give It Up GameShepherds VoiceTurkey Hunt Thanksgiving GameThe Could You Give It Up? game helps youth reflect on sacrifice and self-control. Players take turns saying what they could give up for Lent. Others must lower a finger if they could not give it up. The last player with fingers still raised wins. This game encourages honesty and helps youth see what they value most.This game can be used with themes like detachment, fasting, and trusting God. It connects to Bible stories like the rich young man and Jesus time in the desert. It is a fun way to start discussions about Lent and faith. Youth will enjoy the challenge while thinking about their spiritual journey.Shepherds Voice is a listening and trust game for youth groups. Blindfolded players (the sheep) try to reach their shepherd by listening only to their voice. The shepherd cannot move, so the sheep must focus and ignore other sounds. This game teaches how to listen carefully and trust someone to guide you. It works well in lessons about teamwork, trust, and following the right voice.This game connects to Bible stories like the Good Shepherd in John 10 and Psalm 23. It reminds youth that Jesus is always calling and leading them. It also shows how staying close to others in faith can help us follow God better. The game brings these ideas to life in a fun and meaningful way.Turkey Hunt is a fast-paced Thanksgiving game that gets youth moving, laughing, and working together. Played in groups of three, it mixes simple commands with fun roles like trees and turkeys. Players must listen closely and move quickly to avoid becoming It. The game helps youth practice quick thinking, listening, and teamwork while having a great time.This game also ties into themes of faith. It reminds youth that following Gods voice takes attention and action. Just like in the game, we must be ready to move when called. It also teaches perseverance, as players keep going even when theyre tagged or make mistakes. Turkey Hunt adds joy to youth ministry while teaching lessons that last.What are the benefits of playing these games in youth ministry?Playing games helps youth build friendships, trust, and a sense of community. It also makes faith lessons more engaging and fun, helping youth connect with important themes in an active way.Do these games require a lot of preparation?Most of the games are simple to set up and require little or no materials. Some may need basic supplies like paper, markers, or a ball, but all of them are designed to be easy to organize.Are these games suitable for all age groups?Yes! These games are designed for a wide range of ages, from younger children to teens. Many games can be adapted to suit different age groups or group sizes.Can these games be used in different settings?Absolutely. These games are perfect for youth ministry events, Vacation Bible School (VBS), church camps, or even small group meetings. They can be played indoors or outdoors, depending on the space available.How do these games connect to faith themes?Many of the games are designed to reflect key aspects of Christian faith, such as teamwork, trust, service, and love. Some games are based on Bible stories or faith principles, like the importance of listening to Gods voice or helping others in need.Can I use these games for a specific holiday or season?Yes! There are games specifically designed for certain holy days, seasons, and holidays like Advent, Lent, Thanksgiving, and All Saints Day. These games can help reinforce faith lessons during these special times.How do I modify these games for larger groups?For larger groups, you can divide participants into smaller teams or adjust the rules to include more players. Many of these games can be scaled up by adding extra rounds or making slight rule changes to keep everyone involved.Can these games help teach leadership skills?Yes! Many of these games encourage teamwork, communication, and problem-solving, all of which are important leadership skills. Some games specifically highlight the importance of guiding others and making wise decisions, which can help youth develop leadership qualities.How can I use these games in my youth ministry?You can use these games as icebreakers to start your meetings, during breaks between lessons, or as a fun activity to reinforce a theme or lesson. Theyre also great for energizing the group or ending on a fun note.Games are a great way to bring youth together, build strong friendships, and make learning about faith enjoyable. Whether youre using them to break the ice at the start of a meeting or as a fun way to reinforce a lesson, these activities are sure to bring energy and laughter to your youth group. Every game offers something unique, from building teamwork to teaching important life lessons about trust, compassion, and service.No matter the size or age of your group, these games can be easily adapted to fit your needs. You dont need a lot of materials or complicated setups to get startedjust enthusiasm, a little creativity, and the willingness to have fun. So gather your youth, get ready to play, and see how these games can help create a more connected and faith-filled community.We hope these games help make your youth ministry events more enjoyable and meaningful. Try a few out at your next meeting and see how your group responds.Wed love to hear your thoughts, ideas, and any variations you come up with! Share your experiences and suggestions in the comment section below so others can benefit from your creativity. Lets keep the fun going and make faith-building an adventure for everyone!Published on When you have a youth group setting with many new members, finding a great game to play can be a terrific way to break the ice. Sometimes the beginning stages of a large group setting can bring awkward silence but finding the perfect ice breakers will help your youth ministry bond and become closer.A good way for any small group with young people to become more comfortable is to use fun icebreaker games. Many individuals will relax and talk more with new people when there are games or fun activities.To make it easy to decide on the best ice breaker activities, this list of 50 options has various types of activities.Name IcebreakersName memory icebreaker activities can be a fun way to remember everyone in the group by associating faces to their names.1. Quick Name Line-UpMinimum Number of People: At least three or four, but the more, the merrierWhat Youll Need: Absolutely nothing!How to Play: Have the group of people gather, and when the leader declares the start of the game, the youth members will have to line up against a wall alphabetically by their first names as quickly as possible.This activity gets everyone asking for each others names and recognizing faces. Once they arrange everyone according to their first name, the members of the group can sound off with their names in the correct order for everyone to hear.As an additional activity, once this is complete, repeat the process with the last names.2. Blanket Name GamesMinimum Number of People: Four or moreWhat Youll Need: A large blanket or sheet you cannot see throughHow to Play: Have the youth leader pick one volunteer at a time to sit behind the blanket. They will count to three then drop the blanket. The first player to correctly guess their name wins a point.Once you work through the entire group, tally up the points to determine the winner. Then, for an additional spin, have the youth try hard to remember everyones last names rather than first names.3. Time BombMinimum Number of People: Four or moreWhat Youll Need: A tennis ball or other small, soft item like a bean bagHow to Play: The youth group will all stand in a circle facing each other. One player starts with the ball and yells out a persons name, and throws the ball to them. Once they catch the ball, they have two seconds to yell out someone elses name and get rid of the time bomb. If they cannot name a person to throw it to, they are out. The game continues until only one person remains holding the time bomb.4. Draw It OutMinimum Number of People: Four or moreWhat Youll Need: Plain paper for each young person, a timer, pens or colored pencilsHow to Play: Give each group member a piece of paper and some colored pencils or a pen. Set a time limit and have everyone draw as many items on their paper as they can about their life without writing their name.Once the time is up, have everyone fold their paper in half and give it to the youth leader. The leader then mixes up the papers. Then, one at a time, they are open for everyone to read and try to guess who the artist is.5. Keep the Balloon UpMinimum Number of People: Four or moreWhat Youll Need: A round balloonHow to Play: Arrange everyone in a circle facing each other. Blow up a balloon and have the leader toss it into the air in the middle of the circle. With the balloon in the air, the youth leader calls out someones name, and they move to bump the balloon in the air to keep it from falling to the floor. When they hit the balloon up, they must call out someone elses name to follow and then returns to their spot.The called person then moves to hit the balloon up, repeating the process. Continue until the balloon reaches the floor.6. Who Am I?Minimum Number of People: Four or moreWhat Youll Need: A blindfoldHow to Play: Select one person to blindfold while the other youth line up. One at a time, a person will go up to the blindfolded person and speak a short Bible phrase. Next, they must try to guess who is talking. They receive a point if they guess correctly. Work through all the members and tally up points, then the blindfold goes to someone else to repeat the process once more. Continue the game until everyone has a turn with the blindfold. Compare point scores to determine the winner.Get To Know Each Other IcebreakersFinding out interesting facts about one another is an excellent way to break the ice and get people engaging in conversation, especially with a simple game.7. Great Wind BlowsMinimum Number of People: Four or moreWhat Youll Need: Enough chairs for everyone in the group, except one personHow to Play: Arrange the chairs in a circle with the backs facing inward. Have the youth members walk around the outside of the chair circle while the leader calls out a unique fact. For example, the Great Wind Blows for everyone who loves ice cream. Therefore, everyone who loves ice cream must quickly find a seat.If someone is without a seat, they are out, or if a youth member does not love ice cream and does not sit down, they are out. After each round, take away one chair, so there is always one less seat available. Then, continue the game until there is only one person left.8. Four of a KindMinimum Number of People: Eight or moreWhat Youll Need: Nothing!How to Play: Split the youth into four separate groups. Have them stand while they chat and learn enough about each other to determine four things everyone in their group has in common. Once they have found four common things that they all share, they must sit down. Once all the groups are sitting, one by one, a leader from the group will stand and tell the room what four characteristics everyone in their group shares.9. Get To Know You BingoMinimum Number of People: Ten or more people works bestWhat Youll Need: Homemade Bingo cards with squares that contain unique features, like visiting the Grand Canyon, having more than one cousin, or owning a cat, for example, a pen or pencil for each playerHow to Play: Give everyone a Bingo card with an assortment of unique features and a pencil.They need to go around the room and find someone that matches the characteristics and cross it off by writing the persons name in the square. The player who gets a full line first yells Bingo and wins the game. Then, they must read out who matches which characteristics to the group. This person is now out, and the game continues until the next player gets a full Bingo line and repeats the process until there is only one player left.10. Speed FellowshipMinimum Number of People: Six or more peopleWhat Youll Need: Enough chairs for everyone to sit, a timerHow to Play: Split the youth into two separate groups. Have one group sit in chairs, and they will not move during the game. The other group will begin in front of the first team but will then rotate down the line, much like a speed dating game.For five minutes, have both individuals sit across from each other. They will ask as many questions as possible to learn as much as they can about each other. Once the timer goes off, the rotating team stands up and moves down one seat to partner with the next person.Continue this until each person has had a chance to talk to each partner. If you have an extremely large group, you may have to split up the groups once the first round is complete so everyone on the same teams can repeat this with each other.11. Candy IntroductionsMinimum Number of People: Four or moreWhat Youll Need: A bag of multicolored candies, a large poster board or whiteboard/chalkboard to write onHow to Play: Write on the poster board or chalkboard by assigning a task to a specific candy color. For example, red candies equal a persons favorite food, and green candies equal a persons favorite holiday. Make sure the board is not visible to the players.Have each player choose five to six pieces of any kind of candy they wish, but they are not to eat it yet. Once everyone has selected their items, reveal the board. Start with one person matching their candy colors to the specific questions they must answer according to their chosen types. Once they go through their candy, they can eat them, and the next person takes a turn.12. Two Truths and a LieMinimum Number of People: Four or moreWhat Youll Need: Nothing at all!How to Play: Arrange the youth members in a seated circle facing each other. Work around the circle one by one as each person will say three things about themselves. They will include two true things and one lie. The group must guess which one is the lie before moving on to the next person in the circle. The game ends when everyone gives two truths and a lie.13. Toaster GameMinimum Number of People: Four or moreWhat Youll Need: A toaster, a loaf of bread, fixings, such as butter, cinnamon sugar, jam, peanut butter, honey, marmalade, Nutella, or other favorite items, plates, and knivesHow to Play: Have the youth group sit in a large circle with the toaster in the middle of the group. Next, put bread in the toaster. While it is toasting, one person must tell as many personal facts about themselves as possible before the toast pops up.When their toast pops, they can dress it up for a tasty snack, and the next person takes a turn.14. Mix & MeetMinimum Number of People: Four or moreWhat Youll Need: Colored M&Ms or jellybeans, a large bowl, marker, poster board, or whiteboardHow to Play: Place the mixed-colored candies in a large bowl. Designate different colors to mean separate things. For example, red is family, blue is food, green is animal, and so on. Write this on a poster board but hide it until each team member selects a handful of candy for themselves. Of course, they are not to eat their treats yet.Go around the room, and one at a time, an individual will take a piece of candy, match it to the legend and save their favorite thing before eating the candy. For example, for a blue jellybean, one may say their favorite food is spaghetti, then eats it and move on to the next jellybean. Work through the entire group until everyone has eaten their treats and shared information about themselves.15. A Deserted IslandMinimum Number of People: Four or moreWhat Youll Need: No supplies at allHow to Play: Divide the youth members into multiple small groups to pretend they are on a deserted island. Each group must talk among themselves and find out what one precious item each person would bring with them if they were on a desert island. The items should be important or special to the person.Ice breaker activity ideas like this are a great way for larger groups to learn more about one another by the things they choose not to live without.16. Fabulous FlagsMinimum Number of People: Four or moreWhat Youll Need: Paper, colored pencils or markersHow to Play: Have everyone take a piece of paper and decorate it with as many items as they choose that help to depict their personality, likes, and lifestyle. Once everyones project is complete, each person will stand up and talk about what they included on their flag. This way, each person will get to know each other better through their fabulous flags.Fun Game Icebreakers17. Ping Pong Ball Bible MessagesMinimum Number of People: Four or moreWhat Youll Need: Many ping pong balls, permanent marker, buckets for water or jelloHow to Play: Write single letters or one complete word on each ping pong ball that will spell out a Bible verse. Using individual letters will make it more difficult, while words are easier for younger groups. Then, fill each teams bucket with water, jello, pudding, or another fun substance and mix the ping pong balls in that spells out a verse.With the group in teams, begin the game with each group taking the ping pong balls out and trying to unscramble the Bible message. The first team that does it correctly wins the game.18. Name the FoodMinimum Number of People: Four or moreWhat Youll Need: A large cardboard box with two holes cut in it large enough for arms, paper plates, odd or weird food items, blindfold, small table, and chairHow to Play: Place a box on its side on a table with the armholes cut into the bottom. Have one person sit on the side of the box with a blindfold on, so they cannot see what is inside and stick their hands and arms through. The rest of the group sits facing them, and they can see the persons hands and the inside of the box.Have someone place a paper plate inside the box with a weird or odd food item on it. The youth sitting must try to guess what the food is by handling it. Use foods like oatmeal, cat food, cut-up fruit, and anything else that could be challenging to imagine. Have enough food items for everyone to try and guess at least once.19. What Am I?Minimum Number of People: Four or moreWhat Youll Need: Paper or index cards, pen, pencil, or marker, tape or pinsHow to Play: Have someone write down random items or famous people on each small piece of paper or index card before the game starts. Then, line up the youth members with their backs facing them and this person will tape or pin these cards to the back of everyones shirts.Depending on the group size, allow everyone enough time to go around and ask yes or no questions to try and guess what item or person is on their back. Once they guess correctly, they are out of the game.20. Sock WarMinimum Number of People: Four or moreWhat Youll Need: Everyone should wear a clean pair of socks or bring socks with themHow to Play: Have the youth get on all fours on the floor with their shoes off. Then, everyone must crawl around and try to take off someone elses sock while keeping their pair on. When they lose both socks, they are out of the game. The last person with one or both socks on is the winner.21. Story ChainMinimum Number of People: Eight or moreWhat Youll Need: Post-It notes and pensHow to Play: Divide the youth members into two or more smaller groups, depending on how many people you have. The game works best when you have four to six players on a team. Give each team a stack of Post-It notes and pens so they can begin constructing their story chain.Each player will write a few words on their note, and it must connect to someone elses note in the group by using similar features, making a story. The team that can create the longest story chain of assorted notes wins the game.22. Song ScrambleMinimum Number of People: Four or moreWhat Youll Need: Many index cards, pen or markerHow to Play: Write two or three words on an index card that make up a popular Christian song or hymn. Try to have enough cards to create several different songs. Then, mix up the cards and toss them in a pile on the floor.Have the youth members scramble to pick a card and begin finding people with matching cards to create the song. The first impromptu group that completes their hymn or song wins the game.23. Hot PotatoMinimum Number of People: Four or moreWhat Youll Need: An unbreakable item, such as a potato, bean bag, or small ball, a device to play musicHow to Play: Arrange everyone in the group to sit in a circle. If you have a large group, you can split them into teams to make it easier.Start the music, and while the music plays, toss the hot potato from player to player around the circle as quickly as possible. Once the music stops playing, the person holding the item must say a fun, quirky, or unique fact about themselves. Then begin the music again until everyone has had a chance to have a turn.24. Cheeto HeadMinimum Number of People: Four or moreWhat Youll Need: One shower cap for each team, shaving cream, one bag of Cheetos for each group, and one chair for each teamHow to Play: Divide the youth into two or more teams, depending on the size of your group. Decide on one volunteer to wear the shower cap and cover it in shaving cream. Then, have them sit in the chair and start the timer.Each team will have to take two giant steps away from their volunteer and begin throwing Cheetos on their head. The team which the most Cheetos stuck to the shower cap wins the game.25. Guess the Bible CharacterMinimum Number of People: Three or moreWhat Youll Need: Small pieces of paper or index cards, pen or pencil, timer, one small bowl for each teamHow to Play: Have someone write down famous Bible characters on pieces of paper or index cards ahead of time. Then, split the group into teams, making enough sets for each team and placing them in each bowl.Assign one designated person from each team as the chosen one. Start the timer for five minutes and have them choose a name from the bowl. Then, they need to act it out or give hints for the team members to guess the person. Once the team guesses correctly, the individual chooses another name from the bowl. The team that gets through the most names in five minutes wins the game.26. Take the TreasureMinimum Number of People: Four or moreWhat Youll Need: A chair, a rolled-up newspaper or cardboard wrapping paper tube, a treasure such as a set of keys or a book, a blindfoldHow to Play: Have one person volunteer to sit in the chair. They are to wear a blindfold but protect the treasure that sits under their chair. They will listen carefully for any other players who try to sneak up one at a time and try to take their treasure.The volunteer can swat at the other players, and if they manage to hit a thief, the thief is out of the game. If a thief successfully takes the treasure, they switch places, so the thief becomes the protector of the treasure, and the other player can now try to steal. The game ends when everyone has had a turn as the protector.27. Sit Down IfMinimum Number of People: Five or moreWhat Youll Need: A list of characteristics or traits, such as owning a dog, having blue eyes, and other fun features or characteristicsHow to Play: Start the game with everyone in the group standing in the room. Then, have the youth leader begin reading from the list of characteristics from the top.They will call out, Sit Down If you For example, they might say, Sit Down If you have eaten an apple today, and begin working through the many items. The last person standing is the person who wins the game.28. Compliment MeMinimum Number of People: Four or moreWhat Youll Need: Envelopes, pens, blank pieces of paperHow to Play: Label each envelope with a persons name on it and put it out in the open on a table. Have a pile of empty pieces of paper at each envelope station. Give everyone a pen and instruct them to move through each envelope, write one secret compliment for the person on the envelope, and put it inside.If you have a large group, one compliment is sufficient, and members can move through the envelopes twice if you have a smaller group. Once everyone has filled their papers, the leader gives each envelope to the person whose name is on it. If they are comfortable reading the compliments aloud, they can for the group or take it home to enjoy later.29. Play-Doh Bible Sculpture ContestMinimum Number of People: Four or moreWhat Youll Need: Multiple containers of Play-Doh, slips of paper with different Bible scenes written on them, a small bowl, a timerHow to Play: Divide the youth group into teams of two to four people. Each team must choose one slip of paper with a Bible scene on it to create with their Play-Doh. Then, start the timer for five to ten minutes and see which team can make the best Play-Doh Bible Sculpture when the timer runs out.30. Frown King / Frown QueenMinimum Number of People: Four or moreWhat Youll Need: No supplies are necessaryHow to Play: Get the youth to pick a partner and stand back-to-back. At the start of the game, they turn to face each other and make frowning faces until one person smiles or laughs. Then that person sits down. The remaining youth standing will choose a new partner and complete another round making frowning faces. This continues on until only one person is left standing and is the Frown King or Frown Queen.31. The PsychiatristMinimum Number of People: Four or moreWhat Youll Need: No supplies necessaryHow to Play: Select one person from the group to be the psychiatrist. They will leave the room or go away from the group, so they are out of earshot of the others. Then, have the remaining youth members come up with a fake problem that they all suffer from, like a toothache, infected toenail, or something they can act out. Once the problem is determined, have the psychiatrist come back into the room.They must ask yes or no questions of the youth members and observe any actions to try and guess what problem everyone has. Once they guess the issue, someone else can be the psychiatrist and discover a new issue.32. Christian CharadesMinimum Number of People: Four or moreWhat Youll Need: Pieces of paper or index cards with Bible characters, Christian events, or other religious words and items, a bowl, a timerHow to Play: Split the youth into two separate groups. Place all the index cards or slips of paper with the items on them in the bowl. Have one person from each team select a card to act out what is on it.If their team cannot guess within two minutes, the other team can steal a point by guessing it correctly. The team with the most points after finishing all the slips of paper wins.33. Seven Word BiographiesMinimum Number of People: Four or moreWhat Youll Need: No supplies at allHow to Play: Have all the youth members sit in a circle facing each other. Give everyone about five minutes to think of seven words that will sum up their entire life story. For example, born, school, basketball, church, camp, drivers license. Start with one person and go around the circle as everyone reveals their seven words that describe their entire life up to that point.34. Word LinkingMinimum Number of People: Four or moreWhat Youll Need: No supplies at allHow to Play: Seat the youth members in a circle facing each other. Start with the youth leader as they say one word. The person on their left must then choose a term associated with that word to keep the linking going. For example, if the leader says bird, the next person can say fly, but the third person can say trap.See how creative and fun your word linking can be as you go through the circle.35. Bible FlippersMinimum Number of People: Eight or moreWhat Youll Need: Two BiblesHow to Play: Split the youth group into two teams with one Bible each. Designate an announcer, usually the youth leader, to stand in front of both groups. Two people, one from each group, will start by approaching the front with the leader. The leader gives them each a Bible and then will speak out a Bible verse for them to locate as fast as they can. The youth will begin when the leader says, Draw Your Sword!The first person to locate the Bible verse and read it aloud for everyone wins a point for their team. Then, both team members return to their group, and the next people in line approach the leader for their assignment. The team holding the most points after ten Bible verses wins, or once everyone in the group has had a chance to play.36. Duct Tape GameMinimum Number of People: Eight or moreWhat Youll Need: A stool or chair, a flat surface such as a wall, a lot of duct tape, a timerHow to Play: Split the youth into teams with four people or more. Choose one person from each group, preferably the smallest or lightest person, to stand on the stool or chair against the wall. Start the timer for five or ten minutes, and the other group members must duct tape this person to the wall before the timer goes off. Once time runs out, the team removes the chair from under the person and sees if their team member stays up with only duct tape. The team whose player stays up wins the game.37. Mummify MeMinimum Number of People: Four or moreWhat Youll Need: A lot of toilet paperHow to Play: Pair off the youth members, or with large groups, you can make teams. Have them designate one person to mummify. The other team members will use toilet paper to wrap them like a mummy. Once they are complete, the mummy must go to the other side of the room and back as quickly as they can without tearing the toilet paper off. This movement can be by walking, jumping, or some other way. The first mummy to get back to their home base wins.38. Destination ImaginationMinimum Number of People: Four or moreWhat Youll Need: No supplies necessaryHow to Play: One person stands up in front of the group and acts out clues to a location. It can be their favorite holiday destination, a famous city, or places from the Bible. Once someone in the group guesses the destination, they move up in front to think of a place to act out and continue the game.Try to encourage everyone to guess so that the same people are not guessing all the time. The game will end when everyone has a turn at the front, acting out clues.39. Clothespin TeethMinimum Number of People: Four or moreWhat Youll Need: Enough clothespins for everyone to have oneHow to Play: The game will begin with everyone having one clothespin attached to their shirt. The youth group members sit in a circle facing each other. The leader begins with a fruit or vegetable by declaring Apple Loves Banana without showing their teeth while he/she is speaking.The next person in the circle must follow with Banana Loves ___ and pick a fruit or vegetable. They must also speak without showing any teeth. If they slip up, the person who sees teeth can yell, Teeth! and grab the speakers clothespin for themselves.When a youth member has no clothespins, they are out. Continue this activity until there is only one individual with clothespins left.40. Quick ChangeMinimum Number of People: Four or moreWhat Youll Need: You do not need supplies but can add hats, scarves, or other simple items and a timer to keep trackHow to Play: Have two people stand up in front of the group. Have them look over each other for 30 seconds to try and remember every detail, then turn them around so they are back-to-back. Each person will need to change three things about their appearance quickly.They can put on a hat, take off their shoes, tuck in their shirt, or do other subtle things. After 30 seconds, have them face one another again and see if they can pick out the quick changes the other person made. For each correct answer, they receive a point. Work through the group until everyone can play and add up the final scores to declare a winner.41. Stuck On YouMinimum Number of People: Four or moreWhat Youll Need: Nothing at allHow to Play: Have the youth members pick a partner and sit together on the floor. The object of the game is for the youth pairs to try and stand up together without using their hands. Get the pairs to link their arms together and try standing. If they are successful, they need to find another team to join and see how easy it is to connect arms with four people and stand up at once. Continue the game until everyone is included and trying to stand with linked arms.42. Paper CrazyMinimum Number of People: Four or moreWhat Youll Need: Many copies of the same newspaper for the youth leader and each of the teamsHow to Play: Divide everyone into small teams and give them a newspaper. Every group should have the same one. The youth leader will look through their copy and choose something each group will need to find, rip out, and bring to the front first. For example, a picture of a car or a specific word in a headline. The team that brings up the requested item first wins a point. The game is over when nothing is left of the newspaper or the leader has reached 10 or 20 items. Add the total points to declare the winner.Outdoor Icebreakers43. TrailblazersMinimum Number of People: Four or moreWhat Youll Need: A long rope or string, blindfoldsHow to Play: Before the game begins, have everyone stay inside and prepare to be blindfolded. Tie the end of a rope or string to a stable item outside, like a tree trunk or flagpole. Then weave it through many different obstacles, such as around trees, through bushes, and over a seesaw. End the game at a separate location that is safe from obstacles.Once the course is complete, have the first person start by being the first blindfolded trailblazer. They must work their way through the course by holding onto the rope without peeking. Each person follows behind and encourages them to communicate as they work through tricky obstacles to help others not trip or hurt themselves. Ensure there are youth leaders without blindfolds there to assist, so no one falls and gets hurt.44. Human KnotMinimum Number of People: Six or moreWhat Youll Need: Nothing at all!How to Play: Have everyone stand together and hold hands. Each person should be holding a different persons hand, so they connect to two different people. Their arms should go over, under, and intertwine through each other.Once everyone is joined, they must try to untangle themselves without letting go of anyone.45. Q-Tip DartsMinimum Number of People: Four or moreWhat Youll Need: Q-tips, food coloring or paint, poster boards or cardboard, markersHow to Play: Fold the poster board or cardboard into a standing tent-like structure. Draw a target on each side with a bullseye and outer rings. Divide the group into smaller teams, so there are only two to four players on a team.Each team will use Q-Tips dipped in food coloring or paint matching a specific color and attempt to throw them at their assigned target, trying to get a bullseye. The team that receives a bullseye first wins the game. You can repeat this game by shuffling the groups to different targets and using their same colors since each team should have a different color for their Q-Tips, so determining each shot is easy to distinguish.46. Shave Balloon JesusMinimum Number of People: Four or moreWhat Youll Need: Balloons, shaving cream, disposable razors, a marker, some towels, or baby wipes for cleanup afterHow to Play: Draw a face on each balloon with a marker, then add shaving cream to look like a beard on the balloon Jesus. Next, split the youth into teams and have each team try to shave Jesus without popping the balloon. The team who can shave his face clean without breaking their balloon wins the game.47. The Human ChairMinimum Number of People: Six or moreWhat Youll Need: No supplies at allHow to Play: Have the youth members stand in a circle and turn to face the person on their left. Next, get them to place their hands on the shoulders of the person in front of them. Then, slowly, everyone should try to sit down like they are in a chair on the persons lap behind them. This game takes cooperation and will surely bring lots of laughs with each failed attempt.48. Iced TeesMinimum Number of People: Four or moreWhat Youll Need: Old t-shirts or other items of clothing that is ok to get torn by accident, buckets of water to freeze, glovesHow to Play: Before playing, wet an old t-shirt and fold it into a bucket of water, then freeze the entire thing solid. Then, divide the youth into teams. They should work together to try and get the t-shirt out of the block of ice. The first person to put it on for their group wins the game.49. Church Scavenger HuntMinimum Number of People: Four or moreWhat Youll Need: A complete list of items for teams to search for, including things like a Bible, a cross, and other simple items in and around the church or location. Pencils for each team to check things off their list.How to Play: Split the youth group into separate teams or pair off and give each one a detailed scavenger item list and a pencil. The team that completes their list first by finding all the things is the winner.50. Penguin ScrambleMinimum Number of People: Four or moreWhat Youll Need: Plain pieces of white paper or cardstock, a device to play musicHow to Play: Each youth pretends they are a penguin. Spread the pieces of white paper around generously with lots of space between them. These will act as blocks of ice for the penguins. Start playing music, and during this, group members must waddle around like a penguin. When the music stops, each penguin must try to hop on a block of ice as quickly as possible. There should always be one less block than people playing. The penguin without a block is out. Continue this until there is only one penguin left.ConclusionFinding youth group icebreakers to help build a sense of community is critical, especially in large groups of people. Often, classic ice breaker games that create a common ground between youth members will help strengthen relationships on a personal level. So, choose some of the best icebreakers from this list and start getting to know one another. Author Bio Natalie Regoli is a child of God, devoted wife, and mother of two boys. She has a Master's Degree in Law from The University of Texas. Natalie has been published in several national journals and has been practicing law for 18 years. Looking for a fun way to get your youth group talking and getting to know each other? Try out our icebreaker games! These games are perfect for helping teenagers build relationships and friendships within the group. From silly and funny games to more serious ones, we have something for everyone. So go ahead and give them a try your youth group will thank you for it! Icebreaker games are a great way to get people to relax and open up. As a youth leaders, you need to help the teenagers break out of their social shell and make friends. Ice breakers are a great solution. They can be a lot of fun, and they help break the ice between people who may not know each other very well. Plus, theyre a great way to start off the me

try to make each person in the circle laugh. They can tell jokes, make funny faces, and so forth. Set a time limit for each person. The winner is the one who made the most people laugh. Participants needed: 6 or more. Supplies: None. Instructions: Have the youth separate into small groups (preferably not with their friends) and figure out a list of a few things they have in common. Then once the designated time goes off, they share the results with the whole youth group. Participants needed: 2 or more. Supplies: Youth must have cell phones and an Instagram account or just access to their pictures. Instructions: Have everyone access their Instagram or their camera roll and tell them to pick out a picture from their profile that they would like to share. Have them explain the picture and its significance to them. Participants needed: Works best with a big group, but could be done with 6 or more. Supplies: Nothing additional beyond the participants right shoe. Instructions: Have everyone take off their right shoe and put it in a bin by the door, then gather everyone together. Next, tell everyone to grab a shoe that doesnt belong to them and find the owner. This works best with a big group of kids. Participants needed: 3 or more. Supplies: None. Instructions: Have each youth come up with two truths and one fib about themselves. Then, have them present the two truths and one untruth to the entire youth group and have the youth guess which one is the fib. Participants needed: 4 or more. Supplies: None. Instructions: Have youth form pairs and then stand back to back with their arms linked. Next, have them race to sit down and stand up as fast as the can keeping their arms linked the whole time. Participants needed: 5 or more. Supplies: None. Instructions: Have youth group form a single line and tell the first person in the line a long worded statement like, Mrs. Alice ate bananas and ice cream every day for forty years until she died. The rule is they can only say the sentence one time, no repeating. Once they hear the statement, have each youth then turn to their neighbor and tell them what they just heard. Youth Group Lesson: This is a great activity for youth sermons on gossip. Participants needed: 5 or more. Supplies: Blindfolds. Instructions: Have the youth group get in a single line, put on blindfolds, and put their hands on the shoulders of the person infront of them. Lead them through the church, or around the building, having them keep their line intact the whole time. Youth Group Lesson: Could go with youth sermons on leadership or discipleship. Participants needed: 4 or more. Supplies: Blindfolds and obstacles (you can use anything thats around as obstacles, like pillows, books, etc.) Instructions: Have the youth group form into teams of two. One person is the leader and the other the follower. The follower is blindfolded and has to listen to the voice of their leader. The two cannot touch the leader must lead the follower through obstacles solely by giving good instruction. Once they complete the course, have them switch places so they both get to experience being a leader and follower. Youth Group Lesson: Could go with youth sermons on leadership or discipleship. Participants needed: 4 or more. Supplies: none. Instructions: Split the youth group into teams of 3-4. Instruct groups to work together to come up with a plan for each person to live on $20 per week for food (or $60-80 the for entire group). Give groups a few minutes to develop their strategies and then share with everyone. Youth Group Lesson: Could go with youth sermons on finances or stewardship. Participants needed: 10 or more. Supplies: None. Instructions: This fast-paced game is a blast! Have all students pair off and play one another in Rock, Paper, Scissors using the standard rules. Each winner advances, while the loser moves to the side to cheer on. The students continue playing one another until only two competitors remain, who face off to determine the champion. To extend the game, have each Rock, Paper, Scissors match bea Best of Three to determine the winner. You can also replay the entire tournament multiple times (as long as its even-numbered) to have a final Champions Round where all the tournament winners face off. Participants needed: 10 or more. Supplies: None. Instructions: Have the youth group sit down in a circle, preferably chairs. Call out instructions, such as, Change places if you are wearing a t-shirt! Then, every youth thats wearing a t-shirt has run and change their seat. Continue calling out new rules, such as if you are wearing glasses, are a junior, have a part-time job, etc. Participants needed: 4 or more. Supplies: Soft, safe ball or similar object, timer app. Instructions: Before beginning, leader should think of a topic theyd like the group to share about, such as Favorite things about our church or Places youd like to visit. The leader should also have a timer on their phone handy. Have everyone except the leader stand in a circle. The leader hands the ball to a person, introduces the question, and sets their timer to a time not stated to the group, between 30 seconds to 1 minute, depending on the size of the group. The game is played by each person answering the question as quickly as possible and then handing the ball off to their left. The person stuck with the ball when the timer sounds is out, or becomes the person designated to do a chore for the night. Play a few rounds with different questions as needed. Participants needed: 4 or more. Supplies: None. Instructions: Divide entire youth group into smaller teams of 2-6, then group two teams into pairs, assigning one group as the Prosecution and the other the Defense. Provide each pair of groups a topic of interest (fun topics are best). Tell the teams to come up with opening statements stating why they are prosecuting or defending each idea. Give them a few minutes to prepare and elect a lead lawyer to make their statement, which they will give to the entire room. Then, ask both teams to vote as a jury as to which side deserves to win the case, regardless of which team they are on. For example, the topic might be, Are Cookies A Good Thing? Why? The prosecution might argue, Cookies are junk food and bad for your teeth, while the defense might argue Cookies taste awesome with milk and are Santa fuel. Participants needed: 2 or more. Supplies: Something to hide. Instructions: Hide something in the room or in the church and have the youth group work together to find it by telling them theyre either getting hotter (closer to the hidden item) or colder (further away from the hidden item). Participants: 6 or more. Supplies: None. Instructions: Break off into groups of three or more and have the youth replicate different objects like an airplane, dryer, a dining room table, fruit, etc. Participants needed: 6 or more. Supplies: None. Instructions: Tell the youth group to form a tight circle and to cross their arms and grab hands with anyone but the person next to them. Now they have to work as a group to untangle the knot they have just made without letting go of the hand they are holding. This is an excellent icebreaker for team building and listening skills. Participants needed: 3 or more. Supplies: None. Instructions: This game begins by having one person finish the statement I was walking down the street The point is for the person to begin crafting an imaginative story of their walk down the street and what the see or experience. When the student has completed a couple of sentences and got the story going, the leader should say FREEZE and point to another student to pick up the story right where the previous person left off. Continue doing this until you let everyone goES or the story simply unravels. For an extra obstacle add the challenge that when they pick up the story they cannot say um and it needs to be seamless. Participants needed: 6 or more. Supplies: None. Instructions: Divide the youth group into teams of three or more. Go to each group and give them a topic to replicate with their bodies. Give them a few minutes to get their human sculpture together and then have the whole youth group assemble. Call each team up and have the others try to guess what they are trying to replicate. Participants needed: 6 or more. Supplies: None. For detailed instructions for Ultimate Ninja instructions. The goal of the Ultimate Ninja game is to be the last ninja standing. To stay in the game, you must not let anyone hit your hand. If someone hits your hand, you are out and must leave the game. Participants needed: 5 or more. Supplies: None. Instructions: Have the youth group sit in a circle. You start it off by expressing an emotion through facial expressions. Look to the person to your left and pace that emotion through the whole group as everyone passes that same expression to their neighbor until it reaches back to you. Switch things up by letting youth start off different rounds. Participants needed: 6 or more (but really works well with a big group) Supplies: A deck of cards. Instructions: Identify a card as the killer card, for example, the King of Clubs. Then, pull out the King of Clubs along with enough cards for everyone to get a card (if you have 13 players, pull out 13 cards, with one being the King of Clubs). Have everyone sit or stand in a circle facing one another. Pass out cards randomly and face down to each youth group participant. Announce to the group what the killer card is and have them secretly look at their cards. The youth with the King of Clubs is the killer. The leader should then announce Begin, at which point the youth begin silently looking at one another. In order to kill the killer must look directly in another persons eyes and wink. At once the victim must place their card on their forehead and remain silent and cannot talk the rest of the round. In order to catch the killer, people need to be on the lookout for a killing. If a youth happens to witness a murder and they think they know who did it, they should then raise their hand and wait for one other youth to also witness a murder. The killer can still kill a youth with their hand raised, if they look at them and wink so youth who suspect a killer shouldnt look at them! Once two hands are raised the youth leader tells them to yell out the name of the killer on the count of three. If they both correctly identify the killer the killer is out, and a new round begins. However if the youth with hands raised both say two different names (even if one of the names is the killer) they are both out and the game continues until the killer is correctly identified or everyone is dead. Be sure the youth understand that is the killer looks them directly in the eyes and they dont put their card on their head, they are cheating and the game will not work. Also, the game will not work if someone pretends to be the killer hen they are not! Participants needed: 10 or more. Supplies: None. Instructions: Youth assemble in a circle and pass an imaginary ball around the circle. Detailed instructions found here. Particpants needed: 6 or more. Supplies: None. Instructions: Have the youth group form a circle around the youth leader. The leader points at someone in circle and says quickly either bippity, bop, bop or just bop The youth that the leader points to tries to respond by saying bop. However, if the youth says bop in response to the leader just saying bop-they are out. The youth must respond to bippity, bop, bop by saying bop before the leader finishes the phrase. Leader says either bippity, bop, bop and the youth they pointed to must respond with bop before they finish, or they are out. If the leader says bop and the youth also says bop they are out. Continue around the circle trying to trip up the youth until only one remains! Participants needed: 6 or more. Supplies: None. Instructions: Have a list of 10 items the youth will act out: A flowerbaseball playerdancing dadsnakepopcornwashing machinecandlesubstute teacherjack in the boxstampede Divide the youth group into two groups on opposite sides of the room and line up in order. Call the first participants and give them the thing they will act out, instructing them that they cannot talk. They run back to their group to act out their selection, and as soon as someone guesses, the next in line runs up to get their new thing to act out. This continues until the list of ten items has been completed. Its good to have an adult volunteer referee this game to ensure there is no talking on the part of the charades actors! Participants needed: No minimum. Supplies: None. Instructions: Have youth come up with an acronym for their initials, then share it with the group. For example Cody Patrick Fitzgerald is C.P.F.. Which Means Continuously Playing Fortnite. Its a great way for the youth group to learn each others initials and middle names! Participants needed: No minimum (but works best with a very large group) Supplies: 12 sheets of paper for each month of the year, optional small prizes (like fun-size candy). Instructions: Assemble in a room that has enough space and place the pieces of paper with each month of the year throughout the room. Have the youth assemble and tell them to go to the month they were born and write down their birthday and stay in their month groups. At this point, you can ask questions to the entire room to interact with the groups. It will require a little interaction to get the youth to answer questions. You can award prizes (optional) to students who can best fulfill the roles of the questions. Questions include: Does anyone have the same birthday?Who has the closest birthdays? Who has the furtherest apart birthday within the same month?What day is there the most people with birthdays (such, as are there more people with birthdays on the 6th of all months or the 27th)?Whose birthdays are the furtherest apart (Note, Jan.-July, Feb. Aug., Mar.-Sept., Apr. Oct., May Nov., June Dec. are opposite months.Does anyone have a birthday on someone elses half birthday (exactly six months from your birthday)?Which month has the most birthdays?Which month has the least birthdays? Participants: No minimum. Supplies: Phones. Instructions: Have each youth use their phone to look up what national day their birthday is and have them share with the group. There are fun days observed on every day of the year.You can find a link to all the national days here. Participants: 6 or more. Supplies: Pieces of paper and pens. Instructions: Split the youth group into two teams and have each youth write down anonymously 4-5 facts about themselves, things most people do not know. Once everyone is finished, swap the lists giving another team that groups papers. The groups have to try to guess who each list belongs to. The winning group is the one who guessed correctly the most. Participants: No minimum Supplies: Paper and pens. Instructions: Have each member of the youth group come up with a biography for their life using only 10 words. Once finished, have them share with the group. Participants: 2 or more. Supplies: None. Instructions: Have youth get into pairs and give them a moment to observe each other. Then tell everyone to turn around, to not face their partner, and have them make 3 changes to their appearance. For example, they might roll up their sleeves, or pull their hair down, or remove an earring or take off shoes. Then when they turn to face their partner, they both must identify the differences. Participants: 10 or more. Supplies: None. Instructions: Have youth form in lines of 5 people. Each line is racing against the others to be the first to accomplish various tasks. The leader will ask different questions for each round, like: Assemble first name alphabeticallyAssemble by last name alphabeticallyAssemble by middle name alphabeticallyAssemble by birth monthAssemble by heightAssemble by ageAssemble by alphabetical order of the street you live on Participants: 5 or more. Supplies: None. Instructions: Quietly or silently give each youth a number between 5 and 20. Tell the youth group they cannot speak, but they must form a numerical line in order and must find silent, creative ways to express their number without writing. For example, they can tap out their number, making minimal noise. Participants: 3 or more. Supplies: None (optional paper and pens) Instructions: Have each youth think of a destination they have traveled to. Next, they have to come with with three clues to present to the whole youth group for where they have been while everyone tries to guess. Its important that the clues not be too hard or too easy for this game to work. Participants: Groups of 2 or more. Supplies: Paper and pen Instructions: Have the youth break off into smaller groups. Give each group a piece of paper and a pen. Tell them they can only have 5 things on a deserted island, what will they be? They must agree as a group. Once finished have them present their options to the group and why they chose each item. Participants: Groups of three Supplies: None. Instructions: Have the youth group break into groups of three. The task of each group is to find 5 things in common besides obvious things like gender and age. Give them 5-10 minutes to do so and when everyone is done have all the groups share their findings with the rest of the youth group. Participants: Three or more. Supplies: None. Instructions: Have the youth group assemble in a circle. Next, they go through the alphabet assigning a different food to each letter. Student 1 starts with I am going on a picnic and I am going to bring apples The next student follows with letter B, but has to repeat the previous food called. So they would say I am going on a picnic and I am bringing apples, and banana bread. This continues until you get to Z or it all falls apart. Participants: 6 or more. Supplies: Pens and paper. Instructions: Have the youth break off in pairs with someone that they dont know well. Have the pairs interview each other with the following questions Where were you born?What is your middle name?What time do you usually go to bed?If you could be an animal what would it be?Whats your favorite subject in school?Give me one word that describes you? Heres a youth group game on the topic of loving others. The game includes a lesson based on Romans 13:8. The main point of the lesson is: When we love others, Gods love is shown through us. Enjoy the game! Nick Diliberto, Ministry to Youth Looking for youth ministry curriculum? 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YOUTH GROUP GAME ON LOVING OTHERS DOWNLOAD THE PDF OF THIS GAME Bible:Romans 13:8Bottom Line:When we love others, Gods love is shown through us.SUPPLIES Paper (one per person)Pen (one per person)4 containers (one per team) GAME PREPDivide students into four teams of equal size.Choose a leader from each team to stand at the front of his or her team.Before beginning the game, have each student (not a team leader) write down one of his or her favorite things (food, activity, place, or movie).Collect all the papers and place them into the corresponding teams container.HOW TO PLAY THE GAMESay:Lets talk about some things that you love.Each person on your team has been given a piece of paper and asked to write down one favorite thing.It can be a food, or movie, place, or activity.Next, collect the from each student and put into their teams container (bowl, hat, bucket, etc.)For each round, without looking, I will draw one piece of paper from each of the teams containers.I will read each of the four objects, one from each team.Then, I will ask each team leader, which of those four objects he/she LOVES more than the other three items.If the team leader chooses an answer that came from his or her own team, then that team receives three points.If one of the other three team leaders chooses the correct answer from another team, his or her team will receive one point.If the team leader chooses an answer from the incorrect team, that team receives no points.The team with the most points at the end of the game wins.The key to winning is for students to write down things that their team leader would like, so that their team leader will choose their answers.For instance, if the team leader loves Star Wars, the team member might write down Darth Vader.TEACHSay:Lets admit it right now. Its a lot easier to love things than it is to love people.Loving other people can be hard.Its pretty easy to love our family, our friends, and people at church.But what about loving people that we dont know?First of all, why would we even want to do that?And second, why does it even matter?Believe it or not, people had a hard time loving other people even back in the Apostle Pauls day.Lets read what the Apostle Paul wrote about to the church in Rome:Read Romans 13:8.Owe nothing to anyoneexcept for your obligation to love one another. If you love your neighbor, you will fulfill the requirements of Gods law.Ask:How many of you have ever borrowed something from one of the people in here?Did you return it or pay it back?Allow a few responses from students after each question.Paul says here that we are obligated, as Christians, to love one another.He didnt say weshouldlove one another or that it would be agood ideato love one another.He said we areobligatedto love one another.And he didnt say to justtolerateone another.Lovingothers is a different story.In Luke chapter 10, Jesus tells a religious lawyer that he should not only love God with all his heart, soul, strength, and mind, but also that he should love his neighbor.The man, being a lawyer, wanted clarification.He asked Jesus directly, Who is my neighbor? Jesus replied by relating the story of The Good Samaritan.Samaritans were considered outcasts in Jewish society, and to associate with them, much less love them, would have been unheard of.According to Jesus, loving other people is one of the most important things that sets Jesus followers apart from those that dont know Him.Think about that student you know who is always picked on and made fun of because they act differently or maybe dont like the things that you do.Just like the church in Rome that Paul was writing to, it is our obligation to love others in the same way that Jesus Christ loved us.Paul also famously said, while we were yet sinners, Christ died for us.What greater love is there than that?When we love others, the love that God showed us in sending Jesus to Earth is shown through our lives. [End lesson.] DOWNLOAD THE PDF OF THIS GAME Looking for youth ministry curriculum? 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