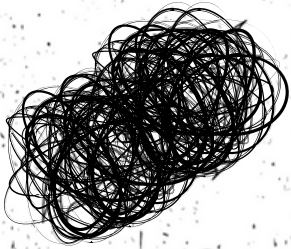
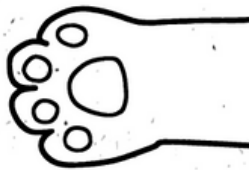




Educate
+ Engage



CROWDBREAKER IDEAS





Ankle Balloon Pop:

Give everyone a balloon and a piece of string or yarn. Have them blow up the balloon and tie it to their ankle. Then announce that they are to try to stomp out other people's balloons while keeping their own safe. The last person with a blown-up balloon wins.

Ask The Sage:

A good game for younger teens. Ask several volunteers to agree to be "Wise Sages" for the evening. Ask them to dress up (optional) and wait in several different rooms in your facility. The farther apart the Sages are, the better. Next, prepare a sheet for each youth that has questions that only a "Sage" would be able to answer. They can be fun, silly, serious, or related to your talk. Each Sage should have the answer to only one or two questions.

Give out your question sheet and a pen to each youth. They must look for the Sages throughout the building. They are allowed to open the door and check to see if a Sage is there. If there is, they must close the door and petition the Sage to grant him or her an audience. They do this by saying these exact words... "OH GREAT WISE SAGE, MAY I ENTER?" If they mess up this phrase, the Sage will tell them to come back later. Youth must go from Sage to Sage and cannot go to the same Sage twice in a row.

If the youth gains an audience with a sage, he may ask a question, but once again, he/she must use the correct phrase... "OH GREAT WISE SAGE...(And then the Question)".

If they fail to say the correct phrase, the Sage would say something like this... "You have not asked correctly". If the question is phrased correctly, then the Sage may answer. If the Sage does not know the answer to THAT question, the Sage should say something like... "I truly do not know". In that case, the youth should make a note not to ask that Sage the same question again. If the question is asked correctly, and the Sage knows the answer, then the youth gets a correct answer. The first youth with all the answers wins. This game stretches youth to be very deliberate with their words.



Barnyard Animals:

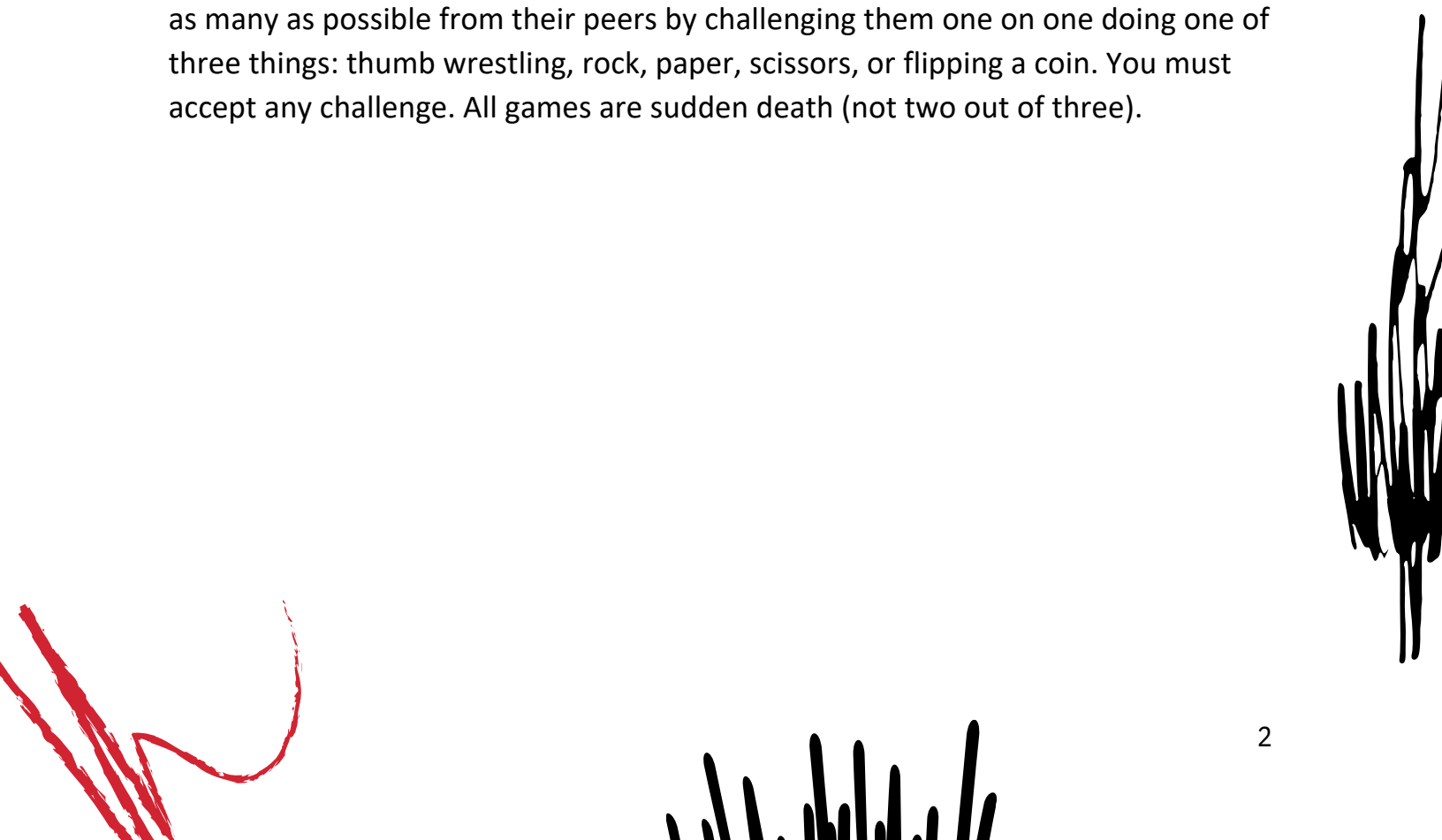
Have everyone given a slip of paper, which identifies them as a certain animal. Turn out the lights (maybe), then have everyone mill around on their hands and knees making their appropriate animal sounds to form groups of that animal. At the time the group with the most assembled wins.

Blind Man's Bacon:

Like steal the bacon except have each team blindfold the person who crawls to a squirt gun or water bottle by directions shouted by their team and then tries to squirt their opponent again with directions from their team. Points are only given if the opponent has not crawled back into their "safe" zone. Move the squirt bottle around while the individuals are being blindfolded.

Bill Exchange:

For this game, you need to make your own money on your computer (careful - it might be a federal offense). Give each person 10 of the bills. They are to try to win as many as possible from their peers by challenging them one on one doing one of three things: thumb wrestling, rock, paper, scissors, or flipping a coin. You must accept any challenge. All games are sudden death (not two out of three).





Blind Shoe Grab (Cinderellas):

Arrange chairs in a circle. All of the Cinderellas (girls) in the group select a chair. The Prince Charmings (boys) each pick a girl and kneel in front of her. He removes her shoes and holds them in his hand. Then the girls blindfold the guys. The leader calls for the shoes and they are thrown into the middle of the circle. On the signal, the guys crawl to the center and attempt to find their Cinderella's shoes. The girls can only shout out instructions to her prince. After finding the shoes they crawl back to the girls and put shoes on right feet.

British Bulldog:

This is a good game to release a lot of energy. Divide into two teams and have them each get to one side of the room, divided by a line down the middle. The object of this game is for teams to try to convert members of the opposite team to their own team. How? Easy. A team member runs to the opposite team's side and tries to lift an opposite team member into the air. While lifting the opposite team member, you must yell "British Bulldog." If done successfully, you both have a free walk back to the lifter's original side, which just gained a new team member. While on the opposite team's side, you, of course, can be lifted as well and converted to that team (if not on a free walk back). The winning team is the one that gets everyone.

Bug Collecting:

Buy a bag or more of those little plastic insects and scatter them around the room. Give each person a flashlight. Turn out the lights and have them try to find the bugs. This game could be called "Animal Safari" if you used little plastic wild animals.

Build Your Own Snowman:

For each contestant, have a bag full of assorted snowman accessories such as a hat, scarf, mittens, a carrot, etc., and a pair of safety goggles, a can of shaving cream, and a set of clothes to go over their clothes for protection. Each team has a designated amount of time to use the shaving cream to cover their snowman and put all of the accessories on. The team to make the nicest-looking snowman wins.



Busted:

Divide the group into equally numbered teams. You can play this with two teams or two hundred teams, it makes no difference. For each team, you will need to assign them a color that you can find balloons to match. Beforehand you will need to blow up an equal number of balloons for each team, the more the better the game. You will also need to acquire some Ping-Pong balls. With the Ping-Pong balls, you will write letters that spell out a word. You will take the balls and put them into some of the balloons (one word for each team) as you are blowing them up. It is a good idea to use a common long word like Baseball or Dinosaur. You may use the same word for all teams, different words, the words can connect, it is up to you. Put all of the balloons in the middle and mix them up. Scatter the teams so that each team is an equal distance away from the balloons. Have the teams line up. The game kind of works like a relay in that once you say go, the teams will send one player to the middle to retrieve one of their balloons, when they return, another player from the team may go, etc. As the team gets balloons, they will pop them to find a Ping-Pong ball (or perhaps no Ping-Pong ball). The team that correctly spells out the word first wins. In warm weather, this game would make a great pool game.

Bum Charades:

Cut up slips of paper with words on them and put them into a bag. Break up into two teams. Get a volunteer from each team to spell the word he/she took out of the bag by moving their hips (spelling the words with their bums!). (Make sure they do not say a word to give away clues.) If their team does not figure out the word after two spellings, the other team gets to guess. Make it interesting with the words you pick, try to keep it clean.

Car Stuff:

Explain the game before you bring them out to the car. You could have a competition between the genders or classes. Each has thirty seconds to get as many as possible into (not on) a small car.





Cat Tails:

You will need some strips of cloth (approx. 2-3 ft of fabric, cloth, plastic, cord, etc.) for everyone who plays. The game is simple. Have everyone tuck the strips into the back of their pants or shorts so that approx. 2 feet of excess strip is left hanging. (Note: this works great with young children as well). The object of the game is to pull all the other players' tails off. The last one standing with their tail is the winner. Have everyone run with their hands on their head—except when grabbing a tail. This prevents people from blocking and makes them look pretty funny.

Catch the Dragon's Tail:

(Good game for picnics or big gatherings. There is no winner or loser.) Number of players: 10-30 kids Playing Site: Large open area Items needed: A large scarf or handkerchief Time: 15-45 minutes Object of the game: The first person in the line tries to catch the last person in line. All the players line up and put their hands on the waist of the person in front of them. The last person in line tucks one end of the scarf or handkerchief in his or her belt or pocket or waistband. The first person in line is the "head" of the dragon and the last person in line is the "tail." The object of the game is for the head to catch the tail, but the players in the middle don't let go of each other. They twist and turn to keep the head from catching the tail, while still staying connected.

Catch the Rat's Tail:

An indoor version of Catch the Dragon's Tail. Have a team of at least 8 - 10 players in a single line, each person holding the waist of the person in front. The first person is the cat. The last person tucks a piece of cloth into his/her waistband to represent the rat's tail. At the whistle, the cat has to catch the rat's tail. The middle players try to hinder the cat from catching the rat's tail without breaking the line. It is hilarious and kids love it.



Cat's in the Cradle:

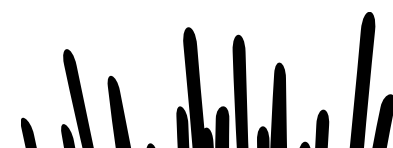
Collect several baby bottles. Have your teens sit in a circle with each one holding a bottle between their knees. Give the teens toothpicks. The first player takes the toothpick and places it in the nipple of the bottle, grabs it with his/her mouth, and passes it to the next player who repeats the action. The goal is to pass it around the circle in this manner without dropping the toothpick. You can make it competitive by splitting them into smaller groups and seeing who can pass the toothpick the fastest. Or have several toothpicks that need to be passed, like a relay race.

Cellophane Ball:

Have several items of candy and gifts and little slips of paper that have instructions on them, like "swap gifts with the person on your left." Wrap a piece of candy or gift with the instructions. Continue wrapping with cellophane until you have a large ball. The youth sit in a circle and one person gets the ball, and the next person gets the dice. The person with the dice begins to roll them. The person with the cellophane ball begins to unwrap as fast as they can. As soon as the person rolling the dice gets a double, they get the ball and the person with the ball gets the dice. They are to do whatever the instructions say. The winner is the person with the most candy and/or gifts at the end. There should be a time limit for this game.

Centepede:

Divide your group into two teams. Have everyone lie down side by side. They should link arms and try to stand up without breaking the chain. If they do break, they must start over. After both teams have successfully stood up, have them turn around and sit down without breaking the chain. Once they have both succeeded, have them walk to the other side of the room and back again without breaking. This is a great teamwork game.





Chicken or Egg:

Have two contestants up front. One person is to act like the chicken and one is to act like an egg. Announce to the group that they are to vote for the best egg by clapping and the best chicken by shouting. At the end of the competition ask the judges (selected from the group before) "Which came first?"

Chihuahua Skirt:

Players form into small groups of 4-6 people. Each team will need a long strip of cloth. (Approx. 4-6 feet). The strip of cloth is tied together in the form of a large hoop, and each team member must place the hoop around their waist and keep it there throughout the game. As a team, they must run from the starting line, travel through a pre-determined obstacle course, and cross the finish line first. This is another great teamwork game.

Chocolate Hand Slap:

For this game, you will need some chocolate candy bars (Hershey's). Have the group form a circle around the table (guys will probably like this game more than the girls). Put the candy bar in the center of the table. The first player tries to grab the candy bar. When he/she does, everyone else around the table tries to stop him/her by slapping the person's hand before they can remove it from the table. If you get the candy bar free, you get to eat it. Of course, this game is repeated until everyone gets a chance to try. This is a great game when there is a lot of tension in the group and they need to vent.

Chocolate Sword Fight:

Another fun game involving food. Have a couple of volunteer players stand on a towel. The players have plastic garbage bags covering their clothes, with only their heads showing. They each get a chocolate bar taped to a stick. The object of the game is to try to get the chocolate on the other person's face by the end of the time. The one with the least amount of chocolate on his/her face wins. Remember to take some before and after pictures for the youth room.



Clothespin in the Jar:



Have someone tie the contestants' hands behind their backs. Then have them drop clothespins from their mouths into a jar. First team to get five clothespins in the jar wins.

Clothespin in the Sock:

Give each player a clothespin and a sock. In turn, they try to push the clothespin from their forehead down their body and into the sock. Time them. This is great for two teams to compete with the best times winning.

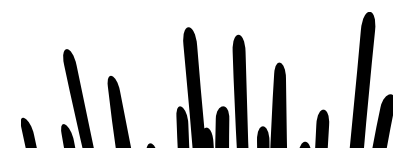


Cookie Juggle:

Each player receives a cookie. They must place it on their head and get it into their mouth by wiggling their face around. They cannot use their hands. First person to get the cookie into their mouth wins. Another great idea for this game is to use saltine crackers, and they must do this without breaking the cracker. Have a vacuum on standby.

Cotton Ball Relay:

Divide the youth into two teams and have them stand in a straight line. Give the first person in each line a spoon and a bag full of cotton balls. Give the last person in each line an empty bowl. The object of the game is for the first person to get a cotton ball on their spoon, hold it on their spoon as they pass it to the person behind them, and on to the end of the line. The last person puts the cotton ball in the bowl and sends the spoon back up the line to the front. If a cotton ball drops to the floor, that cotton ball is out of play. If the cotton ball drops while being passed, the person receiving the cotton ball may pick it up and put it on the spoon to continue. The team with the most cotton balls in their bowl after a certain period wins.





Couch Climber:

Select several participants. You will need two leaders to act as spotters for this event. The object of the game is for a participant to start at one end of a couch and climb all around the couch without touching the floor. (You may not use a love seat). You may set a time limit for each contestant. This is a fun and challenging game, as it is harder than it sounds.

Carry The Potato:

Divide the group into several smaller groups (approx. 10 or more). Hand each team a potato, which they will need to "doctor up" by decorating, using a wide range of props (yarn, hats, scarves, buttons, etc.). Hand out the props to each team as you see fit. Have the teams select one player to "carry" the potato. The object of the game is for the potato to be carried from one end of the playing field to the other and back, through an obstacle course designed by the leader. The "carrier" must be blindfolded. If the carrier drops the potato, he must start again. When a team completes the course, another carrier takes the potato through the obstacle course again. The team to get the potato through the course the most times in a given time period wins. The obstacle course should be designed to be extremely difficult, with crawling, jumping, moving sideways, climbing, etc.



Dead Ant Tag:

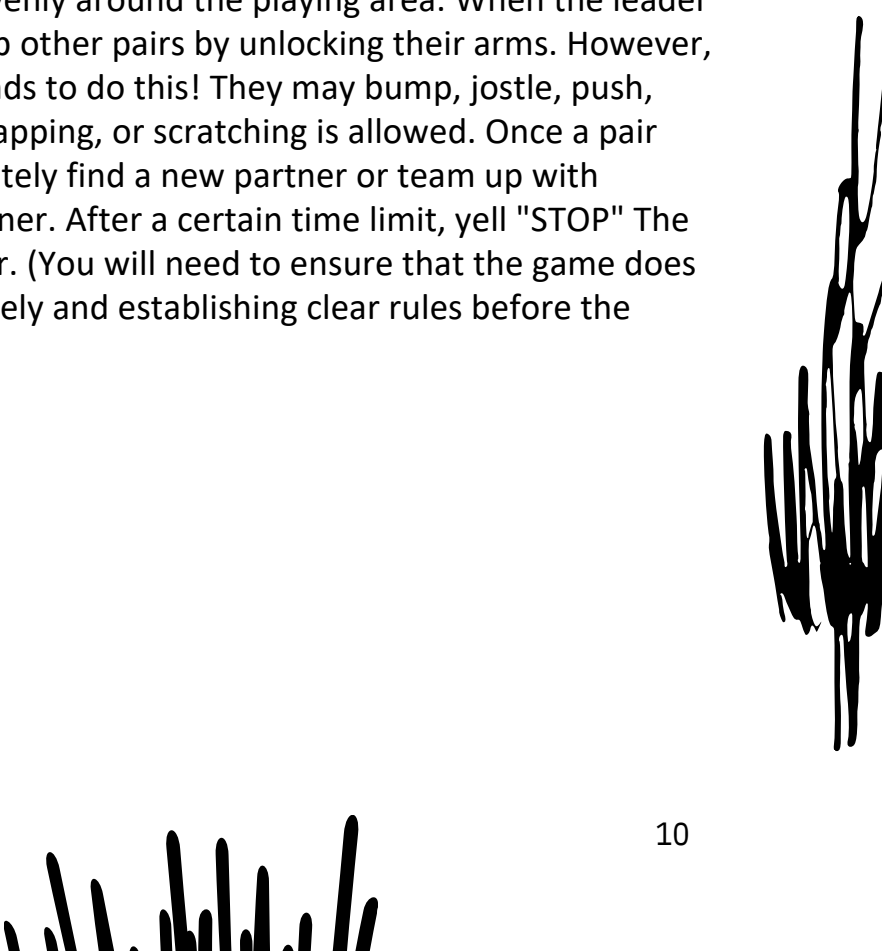
One person is "it". When a person is tagged, he/she must lie down and put all hands and feet in the air. To be rescued, four other players must tag the person with each grabbing a hand or foot. The game gets fun as more players become tagged and fewer are available for rescue.

Detective:

Have the youth form a circle and then turn and face outward. A volunteer detective is taken out of the room. Choose one person to be the leader, who begins making movements (kicking, clapping, laughing, snapping, and whistling). Everyone else follows the leader's movements. Bring the detective back in and he/she tries to guess who the leader is. After a certain amount of guesses, the leader is chosen to be the detective.

Divide The Team!

This game works well with groups of 8-10 (and teens love it!). Players form into pairs of equal size. (Note: If the group has an odd number of players, one player will need to act as a "devil's advocate," trying to break up other pairs of players). Players are paired up by interlocking arms and standing with their backs to the other team. The teams spread out evenly around the playing area. When the leader yells "DIVIDE," players try to break up other pairs by unlocking their arms. However, they are not allowed to use their hands to do this! They may bump, jostle, push, and pull, but no punching, kicking, slapping, or scratching is allowed. Once a pair breaks up, the players must immediately find a new partner or team up with another player who is without a partner. After a certain time limit, yell "STOP" The last pair still interlocked is the winner. (You will need to ensure that the game does not get too rough by supervising closely and establishing clear rules before the game begins).





Doughnut Chew:

Need several doughnuts and strong pieces of string. Tie the string through the hole of the doughnut and hang it from the ceiling. (Use different lengths of string). Divide into teams of equal numbers. Have a member of each team step forward and place their hands behind their back and try to eat the entire doughnut without it falling. They must eat the entire doughnut. (Use plastic underneath for easy cleanup). The first team to eat all their doughnuts wins.

Egg Head:

Have everyone get into groups of 3 or 4 and sit in a circle. Give each group an egg. At the signal "go" they are to pass the egg around the circle. The object is not to be caught with the egg when the leader says stop. If the egg breaks, that team is out. You can use a water balloon instead of an egg if you do not want to make a mess. (You could use a hard-boiled egg, but it's not as much fun). The team leib standing wins.

Elbow Tag:

Pair up players by having them link elbows and spread out around the playing area. Select one pair to be the first runner and chaser.

The runner may escape from the chaser by linking elbows with another player, but if he/she does this, the third player is released from the other side of the new pair and must now escape from the chaser. If the runner is tagged, he/she becomes the new chaser and the chaser becomes the runner.

Elephant Tag:

Have everyone stand in a circle, holding hands. Select one player to be the "elephant". The elephant moves around the circle and places the "trunk" (his/her arm) over the shoulder of another player. The person next to the elephant becomes the "tail", and the player next to the tail becomes the new elephant. The old elephant becomes the new trunk. The game continues until everyone gets a chance to be the elephant.



Envelope Relay:

Need envelopes and paper. Place a letter in an envelope and place it at the start line. Have several envelopes prepared. Have each youth try to blow the letter across the room and into a basket. The first team to blow the letter into the basket wins.

Euchre Ball:

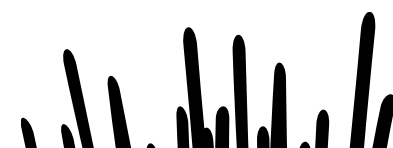
Break up the youth into two teams. You will need two laundry baskets (or cardboard boxes) and a rubber ball. Place the two baskets about 30 feet apart. The object is for each team to try to get the ball into the other team's basket. However, only the feet can be used. (Note: This can be a rough game and may need to be supervised closely).

Finger Fencing:

This is a simple game and a great way to get kids to interact with one another. Pair up players. Each pair interlocks their fingers of the right hand and holds the partner's left hand behind his/her back. The object is to try to touch the opponent's body with the right-hand index finger while avoiding being touched. (You may need to demonstrate this game before starting). The player who scores the most touches in a set time wins.

Flour Face:

Have each youth place a piece of bubble gum on a paper plate and cover it with flour. At the signal "go", each youth must get the piece of bubble gum out of the flour and blow a bubble. They may not use their hands. The first to blow a bubble wins. (Make sure to have a camera on hand to take before and after pictures. This game works best outside).





Flowerpot Pass:

Need two flowerpots with a hole in the bottom, two marbles, and two spoons. Divide the youth into two teams. Have them line up single file and hold the spoon in their mouth. The object is to pass the marble using the spoons to the end of the line and drop it into the flowerpot. The first team to drop the marble into the flowerpot wins. If the marble drops before the flowerpot, the team must start over.

Foil Sculptures:

Need several rolls of aluminum foil. Divide the youth into groups of 3 or 4. Give each group a roll of aluminum foil. Have each group design and create a sculpture out of the aluminum foil. The group with the best sculpture wins. (This is a good game for a rainy day or indoor activity).

Four on a Couch:

Need several couches and chairs. Arrange the furniture in a circle. Divide the youth into two equal teams. Each team should sit on opposite sides of the circle. The object of the game is to get four of your team members on the couch. To start, one player from each team stands in the middle of the circle. The first player to shout out the name of a player on the opposite team wins. The player called must stand up and switch places with the person in the middle. The game continues until one team has four of their members on the couch.

Fruit Basket Upset:

This is a fun and fast-paced game for a large group. Arrange chairs in a circle. Have one less chair than the number of players. The player without a chair stands in the middle of the circle and calls out a fruit. Everyone who is that fruit must get up and switch chairs with another player who is that fruit. The player in the middle tries to get a chair. The player left without a chair is the new caller. (To make the game more interesting, you can add more fruits or use different categories).



Gargle a Song:

Have the youth form two teams. Give each team a cup of water. The first player on each team takes a mouthful of water and tries to gargle a song while the team tries to guess the song. The team that guesses the most songs correctly wins.

Glue and Newspaper:

Divide the youth into two teams. Give each team a bottle of glue and a stack of newspapers. The object is to build the tallest tower using only the glue and newspaper. The team with the tallest tower after a set time wins.

Grape Toss:

Need several plastic spoons and grapes. Pair up players. One player holds the spoon in his/her mouth, and the partner places a grape on the spoon. The object is to toss the grape from the spoon into a basket or cup held by the partner. The team with the most grapes in the basket after a set limit wins.

Hawaiian Eskimo:

This is a fun and messy game. Need several plastic bowls, ice cream, chocolate syrup, whipped cream, and maraschino cherries. Divide the youth into teams. Each team selects a player to be the "Eskimo". The Eskimos lie on the ground, and the other team members must make a Hawaiian sundae on the Eskimo's face using the ingredients. The team with the best sundae wins.

Head Pop:

This is a fun and messy game. You need several balloons and shaving cream. Pair up players. One player has a balloon filled with shaving cream taped to his/her head. The partner has a plastic bat or stick. The object is for the partner to pop the balloon by hitting it with the bat or stick. The team that pops the most balloons in a set time wins.



Human Knot:

Have the youth form a circle. Everyone reaches across and grabs the hand of someone opposite them. They must now try to untangle themselves without letting go of hands. (This is a great team-building activity.)

Ice Cream Sculptures:

Need several tubs of ice cream, plastic knives, and spoons. Divide the youth into teams. Each team selects a player to be the sculptor. The sculptors must use the ice cream to create a sculpture. The team with the best sculpture wins.

Kangaroo Hop:

This is a fun relay race. Need several large sacks or pillowcases. Divide the youth into teams. Each team member must get into the sack and hop to the other end of the room and back. The team that finishes first wins.

Knee Jerk:

This is a fun and fast-paced game. Need several chairs. Have the youth sit in a circle. One player stands in the middle and tries to sit on a chair. The players in the chairs must keep the players from striking by lifting their knees. The player who gets to sit wins.

Lemon Relay:

Need several lemons and spoons. Divide the youth into teams. Each team member must carry a lemon on a spoon from one end of the room to the other and back. The team that finishes first wins.

Licorice Race:

Need several pieces of licorice. Pair up players. Each pair holds a piece of licorice between their mouths. The object is to eat the licorice without using their hands. The team that finishes first wins.





Lifeline:

This is a great team-building game. Need several ropes or long pieces of string. Divide the youth into teams. Each team must cross a "river" using the ropes as a lifeline. The team that gets all members across first wins.

Lolly Pop Race:

Need several lollipops. Pair up players. One player holds the lollipop in his/her mouth, and the partner must eat it without using hands. The team that finishes first wins.

Marshmallow Towers:

Need several bags of marshmallows and toothpicks. Divide the youth into teams. The teams must build the tallest tower using only marshmallows and toothpicks. The team with the tallest tower wins.

Marshmallow Toss:

Need several plastic spoons and marshmallows. Pair up players. One player holds the spoon in his/her mouth, and the partner places a marshmallow on the spoon. The object is to toss the marshmallow from the spoon into a basket or cup held by the partner. The team with the most marshmallows in the basket after a set time wins.

M&M Carry

Need several straws and bowls of M&Ms. Divide the youth into teams. Each team member must use the straw to suck up an M&M and carry it to a bowl. The team with the most M&Ms in the bowl after a set time wins.

Mummy Wrap:

Need several rolls of toilet paper. Divide the youth into teams. Each team selects a player to be the "mummy". The other team members must wrap the mummy in toilet paper. The team with the best-wrapped mummy wins.



Musical Chairs:

This is a classic game. Need several chairs. Arrange the chairs in a circle. Have one less chair than the number of players. Play music, and the players walk around the chairs. When the music stops, the players must sit in a chair. The player without a chair is out. Remove one chair and continue until one player is left.

Mystery Food:

Need several blindfolds and a variety of food items. Blindfold the youth and have them guess what the food items are by taste, smell, or touch. The player with the most correct guesses wins.

Nail Hammer Relay:

Need several nails and hammers. Divide the youth into teams. Each team member must hammer a nail into a piece of wood and then run back to tag the next player. The team that finishes first wins.

Newspaper Dress Up:

Need several stacks of newspapers and tape. Divide the youth into teams. Each team selects a player to be the "model". The other team members must create a dress or outfit for the model using only newspapers and tape. The team with the best outfit wins.

Noah's Ark:

This is a fun and noisy game. Need several blindfolds and a variety of animal sounds. Blindfold the youth and have them make the animal sounds. The object is to find their partner who is making the same animal sound. The team that finds each other first wins.



Obstacle Course:



This is a fun and challenging game. Need several obstacles (chairs, tables, cones, etc.). Set up an obstacle course. Divide the youth into teams. Each team member must complete the obstacle course and tag the next player. The team that finishes first wins.

Orange Pass:

Need several oranges. Divide the youth into teams. Each team member must pass the orange from under their chin to the next player without using their hands. The team that finishes first wins.

Peanut Butter Face:

Need several slices of bread and peanut butter. Pair up players. One player spreads peanut butter on the slice of bread and sticks it to their face. The partner must eat the bread without using their hands. The team that finishes first wins.

Penny Stack:

Need several pennies. Divide the youth into teams. Each team member must stack the pennies on top of each other using only one hand. The team with the tallest stack wins.

Pin the Tail:

This is a classic game. Need a poster of a donkey and several paper tails with tape. Blindfold the youth and have them try to pin the tail on the donkey. The player who gets the tail closest to the correct spot wins.

Popcorn Relay:

Need several bowls of popcorn and spoons. Divide the youth into teams. Each team member must carry a spoonful of popcorn from one bowl to another without using their hands. The team that finishes first wins.





Potato Sack Race:

Need several large sacks or pillowcases. Divide the youth into teams. Each team member must get into the sack and hop to the other end of the room and back. The team that finishes first wins.

Puzzle Race:

Need several puzzles. Divide the youth into teams. Each team must complete the puzzle as fast as they can. The team that finishes first wins.

Relay Race:

This is a classic game. Need several relay batons. Divide the youth into teams. Each team member must run a set distance and then pass the baton to the next player. The team that finishes first wins.

Scavenger Hunt:

This is a fun and adventurous game. Need a list of items to find. Divide the youth into teams. Each team must find the items on the list. The team that finds the most items in a set time wins.

Shoe Kick:

Need several pairs of shoes. Divide the youth into teams. Each team member must kick their shoe off their foot and try to hit a target. The team with the most hits wins.

Shoe Race:

Need several pairs of shoes. Divide the youth into teams. Each team member must put on a pair of shoes, run to a designated spot, take off the shoes, and run back to tag the next player. The team that finishes first wins.



Silent Ball:

This is a fun and quiet game. Need a soft ball. Have the youth form a circle. The object is to pass the ball around the circle without making any noise. If a player makes noise, they are out. The last player remaining wins.

Silly String War:

Need several cans of silly string. Divide the youth into teams. Each team must try to cover the other team with silly string. The team with the most silly string on the other team wins.

Simon Says:

This is a classic game. The leader gives commands starting with "Simon says". The youth must follow the commands. If the leader gives a command without saying "Simon says", the youth who follow the command is out. The last player remaining wins.

Sock Wrestle:

Need several pairs of socks. Pair up players. The object is to try to remove the opponent's socks without using hands. The player who removes the opponent's socks first wins.

Spoon Relay:

Need several spoons and small objects (marbles, grapes, etc.). Divide the youth into teams. Each team member must carry the object on the spoon from one end of the room to the other and back. The team that finishes first wins.

Sticky Note Tag:

Need several sticky notes. Pair up players. The object is to try to stick the sticky notes on the opponent without getting tagged. The player with the most sticky notes on the opponent wins.



Straw Tower:

Need several straws and tape. Divide the youth into teams. Each team must build the tallest tower using only straws and tape. The team with the tallest tower wins.

Stuff the Turkey:

Need several large bags of clothes. Pair up players. One player is the "turkey" and the other is the "stuffing". The student must try to put as many clothes on the turkey as possible. The team with the most clothes on the turkey wins.

Table Ball:

Need several soft balls. Divide the youth into teams. Each team must try to hit the other team with the ball without getting hit. The team with the most hits wins.

Tape Art:

Need several rolls of tape and paper. Divide the youth into teams. Each team must create a piece of art using only tape and paper. The team with the best art wins.

Three-Legged Race:

Need several pieces of rope. Pair up players. Each pair has their legs led together. They must run to a designated spot and back. The pair that finishes first wins.

Tic Tac Toe:

Need several pieces of paper and markers. Divide the youth into teams. Each team must play tic tac toe against the other team. The team with the most wins wins.



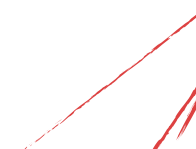
Tongue Twisters:



This is a fun and challenging game. Need several tongue twisters written on paper. Pair up players. Each player must try to say the tongue twister as fast as they can. The player who says it the fastest wins.

Towel Toss:

Need several towels and water balloons. Divide the youth into teams. Each team must toss a water balloon using a towel without breaking it. The team that tosses the balloon the furthest without breaking wins.



Trash Ball:

Need several trash bags and paper balls. Divide the youth into teams. Each team must try to throw the paper balls into the other team's trash bag. The team with the most paper balls in the other team's trash bag wins.

Treasure Hunt:

This is a fun and adventurous game. Need several clues leading to a treasure. Divide the youth into teams. Each team must follow the clues to find the treasure. The team that finds the treasure first wins.

Tug of War:

This is a classic game. Need a long rope. Divide the youth into two teams. Each team must try to pull the other team across a designated line. The team that pulls the other team across the line wins.

Twister:

This is a fun and challenging game. Need a Twister game mat. Divide the youth into teams. Each team must try to stay on the mat without falling off. The last team remaining wins.





Volleyball:

This is a fun and active game. Need a volleyball and a net. Divide the youth into two teams. Each team must try to hit the volleyball over the net without letting it touch the ground. The team with the most points wins.

Water Balloon Toss:

Need several water balloons. Divide the youth into teams. Each team must toss a water balloon to the other team without breaking it. The team that tosses the balloon the furthest without breaking wins.

Water Relay:

Need several buckets of water and cups. Divide the youth into teams. Each team member must carry a cup of water from one bucket to another without spilling it. The team that finishes first wins.

Wet Sponge Toss:

Need several wet sponges. Divide the youth into teams. Each team must toss a wet sponge to the other team without dropping it. The team that tosses the sponge the furthest without dropping wins.

Whipped Cream Pie:

Need several pies filled with whipped cream. Pair up players. One player holds the pie, and the partner must eat it without using hands. The team that finishes first wins.

Whistle Blower:

Need several whistles. Divide the youth into teams. Each team member must try to blow the whistle as loud as they can. The team with the loudest whistle wins.



Wiggle Worm:

Need several large sacks or pillowcases. Divide the youth into teams. Each team member must get into the sack and wiggle to the other end of the room and back. The team that finishes first wins.

Wind-Up Toy:

Need several wind-up toys. Divide the youth into teams. Each team must try to get their wind-up toy across the room without it stopping. The team that finishes first wins.



Yarn Ball:

Need several balls of yarn. Divide the youth into teams. Each team must try to unravel the yarn ball as fast as they can. The team that unravels the yarn ball the fastest wins.

Yo-Yo Contest:

Need several yo-yos. Divide the youth into teams. Each team member must try to do tricks with the yo-yo. The team with the most successful tricks wins.

Zigzag Race:

Need several cones. Divide the youth into teams. Each team member must zigzag around the cones to a designated spot and back. The team that finishes first wins.