

YOUTH GROUP GAMES

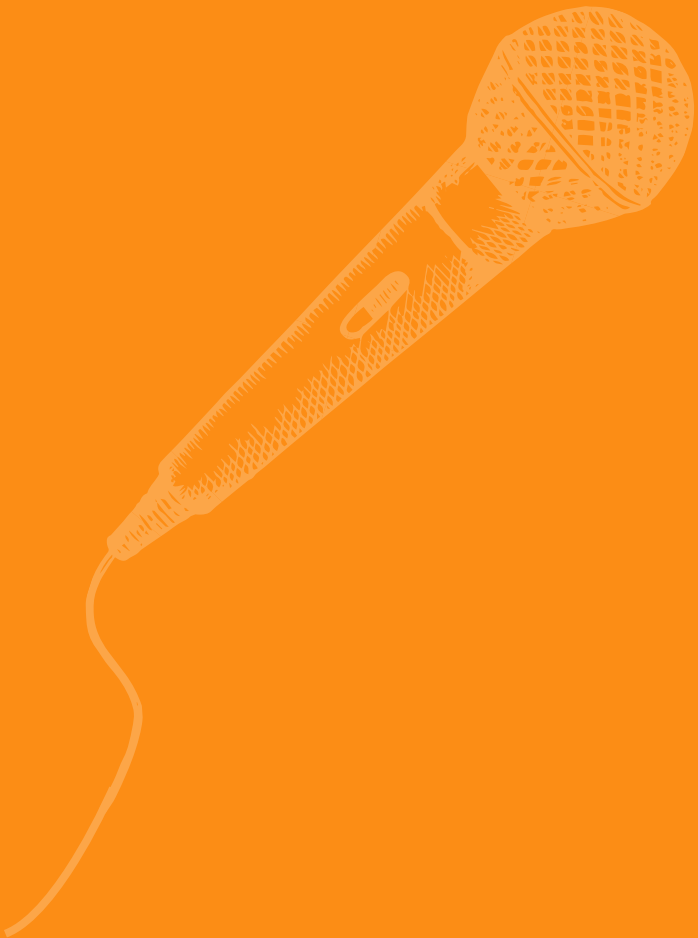


STAGE

GAMES

J. ROGER DAVIS

YM360



YOUTH GROUP GAMES

A circular logo is centered on the right side of the cover. It features a stylized microphone in the background. Overlaid on the microphone is the word 'STAGE' in large, bold, black, sans-serif capital letters. Below 'STAGE', the word 'GAMES' is written in a smaller, black, italicized serif font. The entire logo is set against a light gray circular background with a white border.

STAGE

GAMES

BY J. ROGER DAVIS

PUBLISHED BY YM360

TABLE OF CONTENTS



Youth Group Games: Stage Games
©2022 by youthministry360. All rights reserved.
Published by youthministry360 in the United States of America.

ISBN-13: 9781935832966

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means electronic or mechanical, including photocopy, audio recording, digital scanning, or any information storage and retrieval system now known or to be invented, without prior permission in writing from the publisher.

Any reference within this piece to Internet addresses of websites not under the administration of youthministry360 is not to be taken as an endorsement of these websites by youthministry360; neither does youthministry360 vouch for their content.

Unless otherwise noted, Scripture quotations are from the ESV® Bible (The Holy Bible, English Standard Version®), copyright © 2001 by Crossway, a publishing ministry of Good News Publishers. Used by permission. All rights reserved.

<u>Introduction</u>	<u>4</u>
<u>Game 1: Sit Down If</u>	<u>7</u>
<u>Game 2: Slam Jam</u>	<u>8</u>
<u>Game 3: Bring Me A...</u>	<u>9</u>
<u>Game 4: 3-Pete</u>	<u>10</u>
<u>Game 5: Disc-O-Rama</u>	<u>11</u>
<u>Game 6: Rumpshaker</u>	<u>12</u>
<u>Game 7: Ping Pong Toss</u>	<u>13</u>
<u>Game 8: Do You Know Your Flags?</u>	<u>14</u>
<u>Game 9: Brands and Slogans</u>	<u>15</u>
<u>Game 10: Food Or People Group</u>	<u>16</u>
<u>Game 11: Balloon Drop</u>	<u>17</u>
<u>Game 12: Dance Off</u>	<u>18</u>
<u>Game 13: Flip That Coin</u>	<u>19</u>
<u>Game 14: Unicorn Head Ring Toss</u>	<u>20</u>
<u>Game 15: Moving On Up</u>	<u>21</u>
<u>Game 16: Layered Up Laundry</u>	<u>22</u>
<u>Game 17: How Low Can You Go?</u>	<u>23</u>
<u>Game 18: Shoot Out</u>	<u>24</u>
<u>Game 19: Sword Vs. Shield</u>	<u>25</u>
<u>Game 20: True Or False</u>	<u>26</u>
<u>Game 21: Mingle, Mingle, Mingle</u>	<u>27</u>
<u>Game 22: Name that Tune</u>	<u>28</u>
<u>Game 23: Higher/Lower</u>	<u>29</u>
<u>Game 24: Draw It</u>	<u>30</u>
<u>Game 25: Reverse Charades</u>	<u>31</u>
<u>Game Attachment</u>	<u>32</u>
<u>About the Author</u>	<u>34</u>



INTRODUCTION

In the decades that I've been involved in youth ministry, I have encountered people who think that recreation activities or playing games have little value. I believe this is because they haven't seen games used well as a part of a good ministry strategy. Over the years, I have seen games with a purpose help empower successful youth ministry events and be an incredible asset to weekly programming. However, this takes having a strategy. If you are not careful in your planning, games can quickly become just about competition or killing time. While competition can be a useful tool, the time spent on fields, inside gyms, or on stages should never turn into discovering the best athlete or highlighting the most popular students. Use them wisely, and games will serve your students, leaders, and small groups well and help foster a spirit of community and connection within your group.

You have taken a significant step in your planning and preparing by putting this resource in your hands. Remember to embrace the many different aspects of games in your planning, from traditional tournaments and group building games to water days or large groups games and all-play games to good old-fashioned face-offs. This book is just one in our line of games resources that can serve you and your students.

Each game you will find within the pages of this resource has been curated from years of experience leading camps, weekly gatherings, and special events. Every game has been field-tested by our summer teams. Testing is essential with it comes to games. There is little worse than when something is beautiful in your mind, perfect on paper, but a huge flop when your students start playing it. Rest assured, the games in this resource have been designed and used for hours with students at camps and events with great success. I am grateful for the creative minds and energetic leaders that I have served with over the years. Great people help make great games, and these are some of our favorites.

Each of the games found within this resource is tagged with specific categories so you can decide what fits your needs. Each game entry features simple instructions, along with various supplies you may need. I believe this is true with all games: often, the secret to success is how you adapt it to fit your unique group of students. Changing a rule or varying the supplies might result in a home run with your group. Don't become so rigid in getting the game right that you forget the games must have a purpose. It is also important to remember that games should be fun, especially youth group games!

There are two final notes before we move on. First, be aware that you may need to make appropriate adjustments or accommodations to the games if you have anyone with physical limitations so all students can participate. This is true of any game or activity you facilitate with people. The more you can create an inclusive experience, the better return you will get. Second, prioritize safety in all your games. Once people get in motion, things can go wrong quickly. Think ahead and make sure the playing area is safe and the rules are clear. It is good to remember that rules are not designed to limit fun but to serve to protect those participating. When a game is safe, everyone participating can enjoy it.

Cheering you on!



A WORD ABOUT STAGE GAMES

No doubt in youth ministry, you will have plenty of times you are in front of students "on stage." Stage games can set the tone for your services and gatherings and allow students to become environmentally comfortable to help them become theologically aware.

Within the pages of this page, I am sharing 25 of my favorite stage games with you that can be performed with little prep time. Here are some thoughts to keep in mind as you plan and prepare:

- At the end of it, stage games should help build a healthy community and be fun. Games themselves are not the goal of any experience but should instead serve to help you build a connection.
- Avoid creating any moments that might lead to shaming or overly embarrassing students. One good rule to help is don't force anyone to play something they don't want to.
- Like all games, don't overplay it or take too long where it drags.
- You want high energy and engagement in the room.

Here are 25 simple stage game ideas to make your event the best ever!

SIT DOWN IF

CATEGORY

All play, elimination

INSTRUCTIONS

"Sit Down If" is a quick and easy game that gets your group on their feet right from the start. An individual at the front of the room, you, has a list of various items and qualifications. You will give a command for and participants that if they qualify, then they would sit down. For example, "Sit down if you have on a red shirt."

SUPPLIES

Simple list of commands or qualifiers for participants to do

TIPS

You'll need some general qualifiers that will eliminate large numbers of people, but you'll also need to have some specifics as well. Schools are not a good separator because schools create a favorite feeling or divide in the room.



SLAM JAM

CATEGORY

High energy, teamwork

INSTRUCTIONS

“Slam Jam” is a basketball-centered game that will get participants up and moving while also utilizing the entire room. Leaders have two large bounce balls and two hula hoops that serve as the goals. All of the room will remain seated in their normal seats. The balls start on stage for each team, and when the buzzer goes off, the balls are released into the room. The goal is for teams to knock the balls toward their team’s hula hoop goal on one side of the room. When a person on that team gets the ball by the hoop, they can slam it home for a point. Other participants have to hit the ball in the air and are not allowed to grab it until someone at the goal puts it in. While players can stand up, they cannot leave their seats, so no one can grab the ball and run to the goal.

SUPPLIES

Two hula hoops, multiple exercise balls, and various kickballs

TIPS

This game can get wild quickly, so make sure nothing can be broken and give clear instructions on how physical participants can get. You don’t want to get anyone hurt. The game works great with a stage graphic scoreboard that could be points or things like P-I-G or H-O-R-S-E for various rounds. As the game goes on, you can add extra bouncy balls to double up a round with more than two balls being played at a time. Have a fun and amped-up-sounding soundtrack or some pumping music and lights.

BRING ME A...

CATEGORY

All play, high energy, speed

INSTRUCTIONS

“Bring Me A...” is an old-school version of the “bring me something to the stage” with the first to complete the task winning a point or the round.

A leader at the front of the room will call for a random item for someone in the room to bring forward. Dividing the room up into teams

SUPPLIES

A list of “random” selection items

TIPS

Changing your location throughout the game will always yield better results. Students tend to creep up to your location; the more the game goes on. Make sure to spend time encouraging students back to their seats.

Youth Group Games: Stage Games

Game Master and Youth Minister are two titles that often go hand in hand. Whether you have the experience or not, approaching games for your events and retreats can often become an overwhelming task. Creativity can become stifled as other tasks, and to-dos overwhelm your plate. Youth Group Games was designed by J. Roger Davis, who has decades of games experience. These books are designed to help you have easy and effective games ready for the next time you put on a big event.

Stage Games is one of five books within the Youth Group Games line, and it focuses on the in-service experience. Whether you need games for the entire room or you need to bring a few students on stage, this book is filled with fantastic fun for your next service. Games serve to make students environmentally comfortable so that they can become theologically aware. Stage Games is a must-have if you want to hit a home run with your students for your next gathering!

"Stage Games" is part of YM360's youth group games line of resources and is ideal for:

- *Any large group setting*
- *Camp or retreat settings*
- *Mid-week youth service*



YM360.COM

Church & Ministry/Ministry Resources/Youth Ministry
ISBN-13: 9781935832966



9 781935 832966