

Type Search

SEARCH


SUBSCRIBE

-
- [MUSIC DISCUSSIONS](#)
- [MOVIE CLIP DISCUSSIONS](#)
- [TEAM BUILDERS](#)
- [GAMES & ICEBREAKERS](#)
- [OUTREACH EVENT IDEAS](#)
- [FUN EVENT & ACTIVITY IDEAS](#)
- [CURRICULUM & JUMPSTARTERS](#)
- [FREE TRAINING TOOLS](#)
- [HOLIDAY IDEAS](#)
- [TALKS/SERMONS](#)
- [STUPID SKITS](#)
- [LOGISTICAL CRUD](#)
- [MOVIE REVIEWS & QUICK Q's](#)
- [YOUTUBE DISCUSSION STARTERS](#)

-
- [FREE TRAINING TOOLS](#)
- [FREE TRAINING VIDEOS](#)
- [YOUTH CULTURE WINDOW](#)
- [JONATHAN'S BLOG](#)
- [CAMPUS MINISTRY CORNER](#)
- [ASK THE SOURCE](#)
- [ARTICLE ARCHIVES](#)
- [MOVIE REVIEWS & QUICK Q's](#)
- [COOL INTERVIEWS](#)
- [SLANG DICTIONARY](#)
- [PARENT RESOURCES](#)
- [PODCASTS](#)

-
- [BOOKS](#)
- [SPEAKERS](#)
- [TRAINERS](#)
- [BANDS](#)
- [WEB LINKS](#)



- 
- 

Games & Icebreakers

ADD GAME!

Audience Games

When you don't want to break up your audience



New Sort Feature

↑ [Move Right If](#) ★★★★★



Just like it sounds. Tell the people in the crowd to "move right if . . ." (e.g. they are wearing green, if they're in eighth grade, if their birthday is this month, etc.) Be creative! (Move two seats to the left if . . .) Kids will end up on multiple layers of laps or under others.

Also see *Sit Down If* ([Click Here](#)).

↑ [Who wants to be a Chocolataire?](#) ★★★★★



Same as Who Wants to be a Millionaire, but with different size Chocolate for prizes.

Added by Nick Booth

Also see Who Wants to be a Bible Millionaire? on Upfront page.

↑ [Movie Game](#) ★★★★★



Have someone give a line from a popular movie. The first person to say the movie title the line is from gets to share a line from a movie. Same thing until you've had enough.

Fun once you get going. Just tell students to have a line in mind because it becomes boring when someone takes 5 minutes to come up w/a line.

You can pass a bowl of candy and let whoever gets the right answer pick a candy.

Also see *Name That Clip* ([Click Here](#)) and *Name That Tune* ([Click Here](#)).

↑ [Christmas Poem Mad Lib](#) ★★★★★



Read portions of the poem, "'Twas The Night Before Christmas" like a Mad Lib. Ask your audience for words (parts of speech). Use a grease board to write words on. Have a sharp student come up and read the new "poem". FYI: You will need – total nouns, - plural nouns, - adjectives, - verbs, and 2 past tense verbs.

'Twas the night before Christmas and all through the (noun),



not a creature was stirring, not even a/an (noun).
The (plural noun) were tucked, all snug in their (plural noun),
while visions of (adjective) plums danced in their heads.
Then up on the (noun) there arose such a clatter.
I sprang from my (noun) to see what was the matter.
It was St. Nicholas with his little (adjective) belly,
That shook when he laughed like a bowl full of (plural noun).
He spoke not a word, but went straight to his work
And filled all the (plural noun), then turned with a jerk.
And laying his (noun) aside of his nose
And giving a nod, up the (noun) he rose.
I heard him exclaim as he (past tense verb) out of sight,
“(adjective) Christmas to all, and to all a good night!”

Also see Christmas Carol Quiz ([Click Here](#)) Christmas Wish List ([Click Here](#)).

📌 [Famous Quote Unscramble Challenge](#) ★★★★★



Pick 1 student from each side of the room to compete against one another. The students in the audience will be given sheets of paper beforehand; and each sheet will have a word printed on it. At the beginning of the game, the audience holds their papers face down.

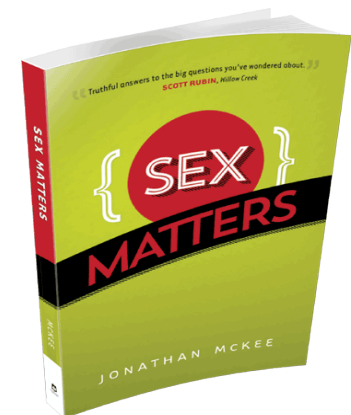
Each competitor will be given the beginning part of a famous quote. Their job is to complete the quote using the words from the audience. Players have to find the word in the audience then tag that audience member who will then come forward to the front of the stage. Once there, the competitor must put the words in proper order so the rest of the audience can read it. The first person with the correct answer in order wins a point. The player with the most points at the end of the game wins!

Sample Quotes:

1. To be or... (not to be).
2. It is better to give... (than to receive).
3. To infinity... (and beyond).
4. A penny saved is... (a penny earned).
5. It's not over til... (the fat lady sings).
6. Early to bed, early to rise...(makes a man healthy, wealthy, and wise).
7. Out of the abundance of the heart... (the mouth speaks).



[NOW IN STOCK!](#)



[NOW IN STOCK!](#)



NOTE: You will have to print off at least 2 copies of all the needed words (“penny,” “mouth,” etc). You will also probably want to print out words that are not needed at all. Regardless, make sure the words are printed as large as possible.

[click here for more](#)

Added by Dan the Man

 [What's That On Your 4 Head?](#) 


This game makes a great audience game for those times when you need to keep your crowd together. It will work for any size crowd; just know that the larger the crowd, the longer the game.

Have an adult volunteer come up front to be the "caller". Ask all the students in the room to stand up. Tell them to pick a number between 1 and 5 and then put that number of fingers up to their forehead and hold it there.

Count “1-2-3, hold.” (Students should now have their number set on their forehead.) The "caller" (who is facing the opposite direction and can't see the crowd) calls out a number between 1 and 5. Anyone holding up the number that was called out must sit down.

At this point, students are allowed to pick another number (or keep the same one) and the game continues. If a student's number is called out, they are out of the game. Continue until there are only 2 students left. They can have the same number, and risk BOTH being eliminated, or choose separate numbers and try to win it all.

Give out a prize to the winner.

NOTE: This is a great game to take a picture of. The students look really goofy holding their fingers on their foreheads. Everyone will get a laugh later.

 [Sentence/Picture Game](#) 


The only thing you need for this game is a pen and a half of a sheet of piece paper for each student. Begin by handing the first student a random sentence on a piece of paper, then passes the stack of paper to the person on their right. That person looks at the sentence and then puts that piece of paper to the bottom on the pile of paper. On the new piece of paper they draw a picture of the sentence then pass the stack to the next person. The third person looks at the picture and then puts the paper on the bottom of the pile, and writes a sentence about the picture and passes the stack on. Do this until they all have their sentence back. It's extremely funny what becomes of the sentence.

Submitted by Peter

 [Sneaky TEXT Message Game](#) 


One of the BEST ways to communicate to kids today is by using the TEXT feature on your cell phone. It's like an Instant Message...but you don't have to be sitting in front of a computer. Most kids have cell phones these days, and the TEXT feature is the MOST USED feature on cell phones! Here's a great way to have some fun AND gain your kids' cell phone numbers for future use.

During any of your programs, tell kids to whip out their cell phones. (That will get their attention!) Then, post your cell phone number on the screen...or simply call it out to the crowd (slowly). Tell them to enter it into their phone and save it under your name.

Now, tell them that you want to see which service provider in your area has the fastest service. Have them pull up a "blank text message" on their phones, select your name or number, and then for the "message" of the TEXT message, have them enter their first and last name. Tell them to STOP at that point.

When everybody has reached that point, tell them that you want everybody to hit SEND at the same time. Say "go" and let them send away. Within seconds, your phone will have EVERY kid's cell phone number! Randomly choose a person (for instance, the 4th TEXT message you received) to give a prize to. When your game is over, kindly ask them to put their cell phones away because you are moving into a more important time (Bible study, prayer, whatever you have planned). Kids typically obey this request.

When you get home later that night, use the SAVE feature on your cell phone to log their cell phone info onto your cell phone. Now you can send updates, hello's, and encouragement to your students in an instant!

Also see [Jonathan's blog](#) for more on texting/cell phones and youth ministry.

Idea by Sam

 [Rain Maker](#) 


This game involves a large crowd. Explain that you are going to do something once thought impossible: with their help you will make it rain inside.

Divide into 3-4 groups where they are sitting (left, left middle, right middle, and right...sides of the room). Explain that they MUST be absolutely quiet and watch you tell them what to do for this to work. Point to the left side and

have them quietly rub their hands together back and forth. Then bring in the next group, and the next, until all are doing it (gets louder as you go).

After the last group has joined in, go back to the first group and get them snapping their fingers, then the next group and so on. Then back to group one to begin patting their hands on their legs...on to the other groups.

Then back to group one to begin patting harder and stomping their feet on the floor...on then to the other groups.


You can do this process in reverse...back to patting legs, then back to snapping, back to rubbing hands, then back to silence. If it is done right, you will hear your rainstorm!

The Point(s):

1. Things aren't always what they seem (see related trivia below).
2. Gets their attention before you speak.

Added by Young Life

Related Trivia: Peter Jackson used an entire stadium of people to create the sounds of the Orc Wars in *The Lord of The Rings* movies.

 [It's A Numbers Thing](#) 

This is a great game for the entire audience. Even though it's a competition between the boys and girls in your group, you don't have to divide up your audience.

The leader's task is to just stand up front on the stage and ask questions, one at a time. Each of the questions has to do with numbers. If a student thinks they know the answer, they must run up to the stage. If they arrive behind another student, they must stand behind them (and hope that person misses the question so he/she gets a stab at it). The first person to give the correct answer scores a point for their gender.

Students can answer as many times as they like but have to go to the back of the line if they answer incorrectly. This is a race to 7; first gender to answer 7 questions correctly wins a prize for all the boys or girls in the room.

Questions:

1. On average, how many million miles away is the sun from the earth? (93)
2. An adult human who hasn't lost a tooth will have how many in their mouth? (32)
3. How many sides does a dodecagon have? (12)
4. How many feet are in a mile? (5280)
5. How many years old am I (the youth pastor asking the questions)?
6. If you include end zones, how long is a football field in feet? (360)
7. In thousands of feet, how tall is Mt. Everest? (29)
8. How many red and white stripes are there on the US flag? (13)
9. How many amendments to the US constitution are there? (27)
10. Barrack Obama is what number President of the US? (44th)
11. How many legs does an arachnid have? (8)
12. What is the square root of 361? (19)
13. According to the book of Genesis, how many days did it take God to create the world and everything in it? (6 – He rested on the 7th)
14. How many Senators are there in the US congress? (100)
15. How many ounces are in a gallon? (128)

Prizes will probably be based on your student size and budget. If you have a small crowd, you can pass out gift cards. If you have a larger group, you might have to go with ice cream bars or something like it.

Idea by Dan M.



This is a really fun game that is also very, very simple to play. You need zero supplies or preparation! Told ya it was simple. Here's what you do.

Choose one student to go out of the room and way out of ear shot. While that student is gone (with an adult volunteer...just to make sure), you stand in front of the rest of the kids and pick one object (usually a body part or an article of clothing) that everyone has.

Once you have decided upon an object as a group (for instance, nose, big toe, shoes, mouth, car, mom, etc), call for the student who was outside to come back in. When he/she comes in, he/she will go around the room and ask

everyone, "How's Yours?"

The other students' responses need to be one or two words describing that object that was selected. After everyone has had a chance to describe how theirs is, the student who went outside must try and guess what object everyone's talking about.

Tip: Have the kids use very vague adjectives to describe the object. For example, if your object is your nose, make sure you explain to the kids describing their noses not to use something obvious that will give it away (like runny). They can use words like red, sore, big, narrow, loud, etc.

Our kids love this game! If your group is larger, maybe only have 10-15 kids describe "How's Yours" to keep the game moving and minimize the repeat answers.

Idea by Jeremy W.

 [Large Group Dance](#) 


This is simple to play and only needs an announcer and some music (though the music is optional). Get your entire group to link their arms around another's shoulders, thus making a complete circle.

Have the announcer say to everyone, "Everybody must move in the same direction when I say what that direction is. For instance, if I say, "Left" then all of you guys need to move left until I say another direction. It's as simple as that."

Note: Directions can be: Right, left, forward, backward, slow motion, double time, etc. Do this until it just doesn't work anymore.

Have some fun dance music.

Idea by Bob A.

 [Sit Down If](#) 


Ask the entire group to stand. Tell them to sit down when the statement characterizes them. Once seated, they must remain seated.

Encourage them to be honest. If you have trouble because most are not sitting down, give them general characteristics ("Sit down if you are under 15, if you have on white socks, if you are in love," etc.).

Sit Down Mixer Number 1

Sit down if:

You haven't used deodorant in a week ... two days.

You have never worn the same socks two days in a row.

You sing in the shower.

You drive a Volkswagon.

Your belly button is an outie.

You haven't taken a shower in a week.

You didn't use mouthwash today.

You are a girl and you didn't shave your legs today.

You are a guy and you didn't shave your legs today.

Sit Down Mixer Number 2

Sit down if:

Your nose is crooked.

You believe each person should pay expenses on the first date.

You still suck your thumb.

Your socks don't match.

You are ticklish.

You wear baby doll pajamas.

You weigh less than 100 pounds.

Your nose is running and you don't have a handkerchief.

You're going steady but you wish you weren't.

You are good-looking but not conceited.

Sit Down Mixer Number 3

Sit down if:

You have ever eaten snails.

You are cross-eyed.

Your mother still dresses you.

You use Speed Stick deodorant.

You have never lied to your mother.

You have a hole in your sock.

Your zipper is open.

You got a traffic ticket lately.

You are on a diet.
You have never stolen a street marker.
You have a false tooth.
You are really good looking.

Also see *Move Right If* ([Click Here](#)).

↑ [Baby Food: Hot Potato with a Twist](#) ★★★★★



You could play this game with your audience, or play this game just like hot potato, with everyone sitting in a circle. The twist is you use jars of baby food. When the music starts, you begin passing the jar of baby food around the audience or circle. When the music stops, whoever is left holding the jar has to take a spoonful. We use this game for special occasions, such as Thanksgiving, and use flavors such as turkey and gravy, sweet potato, green beans, etc.

*You may want to keep a garbage can nearby, just in case someone needs to throw up.

Added by Brian Phillips

↑ [Play Doh Pictionary](#) ★★★★★



Just like it sounds! Pictionary, but with Play-doh. Divide into teams. Have a representative come up front from each group. Whisper a Pictionary word (like "dog") to the group and they must run back to their group and, without talking, mold that word with Play-doh.

The Point: You can use words from your topic or lesson to introduce the subject.

Put a staff member on each team cuz kids might cheat (so do some staff members!)

Also see *Play Doh Snowman* ([Click Here](#)) and *Pictionary Mania* ([Click Here](#)).

↑ [Who Said That](#) ★★★★★



This game is best played as a team game. The audience will hear a quote from a movie. The first person to come up to the front and give the correct answer wins a point for their team. The team with the most points at the end of the game wins.

Quotes

1. Normal? What do you know about normal? What does anyone in this family know about normal? We act normal, mom! I want to be normal! The only normal one is Jack-Jack, and he's not even toilet trained! (Violet from "The Incredibles")
2. You stink. You smell like beef and cheese! You don't smell like Santa. (Elf)
3. Everywhere we go (Everywhere we go). People wanna know (people wanna know). Who we are (who we are). So we tell them (so we tell them) We Are The Titans! (we Are The Titans!) The Mighty, Mighty Titans! (The Mighty, Mighty Titans!) (Remember the Titans)
4. Did you honestly think by all this that you could save the human traitor? You are giving me your life and saving no one. So much for love. Tonight, the Deep Magic will be appeased, but tomorrow, we will take Narnia forever! In that knowledge, despair... and die! (Chronicles of Narnia – The Lion, the witch and the wardrobe)
5. Humans of Earth, my quest has lead me to your planet. Give it to me now! You should, in no way, take any of this personally. It's just business. Gallaxhar out. (Monsters versus Aliens)
6. My master made me this collar. He is a good and smart master and he made me this collar so that I can talk. Squirrel!...My master is good and smart. (Up)
7. Before time began, there was...the Cube. We know not where it comes from, only that it holds the power to create worlds and fill them with life. That is how our race was born. For a time we lived in harmony, but like all great power, some wanted it for good...others for evil. And so, began the war. A war that ravaged our planet until it was consumed by death. And the Cube was lost to the far reaches of space. We scattered across the galaxy, hoping to find it and rebuild our home. Searching every star, every world. And just when all hope seemed lost, message of a new discovery drew us to an unknown planet called...Earth. But we were already too late. (Transformers)
8. I already told you, didn't I? You're not coming home with me! I live alone! MY swamp! ME! Nobody else, understand?! Nobody! Especially useless. Pathetic. Annoying. TALKING DONKEYS!!! (Shrek)
9. Wherever we want to go, we go. That's what a ship is, you know. It's not just a keel and a hull and sails; that's what a ship needs. Not what a ship is. What the Black Pearl really is, is freedom. (Pirates of the Caribbean: Curse of the Black Pearl)

10. Right now, poised at the edge of the galaxy, Emperor Zurg has been secretly building a weapon with the destructive capacity to annihilate an entire planet! I alone have information that reveals this weapon's only weakness. And *you*, my friend, are responsible for delaying my rendezvous with Star Command! (Toy Story)

11. They cursed us. Murderer they called us. They cursed us. And we wept, Precious, didn't we? We wept to be so alone. And we only wish to catch fish so juicy sweet. And we forgot the taste of bread... the sound of trees... the softness of the wind. We even forgot our own name. My Precious. (Lord of the Rings: Return of the King)

Submitted by Rev. Daniel J. Manns

📌 [Butt Charades](#) ★★★★★



Cut up slips of paper with words on them and put them into a bag. Break up your audience or group 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 butts!). (Make sure they do not say a word to give away clues.) If their team (or their side of the audience) does not figure out the word after two spellings, the other team gets to guess.

Make it interesting by the words you choose, try to keep it clean. We don't want any dirty butts!

📌 [I Need a Shoelace](#) ★★★★★



This game can be played with small or huge groups. The up-front person divides teams (in audiences of rallies or other large gatherings you can make each section of chairs a group).

The up-front person then yells out a demand for a somewhat common item that people might have on them. The first team to bring up that item wins that round. Have each team elect ONE runner to run the item up to the person up front.

Examples:

I need a...

shoelace

student body card

13 shoes tied together

3 belts hooked together

nail file

chewed gum
someone with food in their teeth
sock with a hole in it
movie stub ticket
Driver's License
quarter older than 1980
hair brush

Also see:

Move Right If ([Click Here](#))

Tape Head ([Click Here](#))

Sit Down If ([Click Here](#))

Velcro Head ([Click Here](#))

↑ [Tape Head](#) ★★ ★



"I Need a Shoelace" with a twist; can be played with small or huge groups. The up-front person divides teams (in audiences of rallies or other large gatherings you can make each section of chairs a group).

The upfront person then yells out a demand for a somewhat common item that people might have on them. The first team to bring up that item wins that round. Have each team elect ONE team leaders who will wear a hat with tape all over it on their head. Teams must stick the items called for to the hat to remain there until the end of the game.

Examples:

I need a...

- shoelace

- student body card

- nail file
- chewed gum
- sock with a hole in it
- movie stub ticket
- Driver's License
- quarter older than 1980
- hair brush

Also see I Need a Shoelace, Move Right If, & Sit Down If, all on Audience page and Velcro Head on Upfront page.

📌 [Meme me up Scotty](#) 🌟🌟🌟



Preparation: Before your meeting print out a bunch of silly internet photos and funny pics of your students and leaders. Baby pics, old pics, embarrassing pics – just make sure that they are appropriate. Have multiple copies of your best pics so you get several memes to choose from. Have a bunch of sharpie markers ready based on the size of your group.

Instructions: Spread out your posters and sharpies in front of the group and explain that they have 3 minutes to come up, grab a poster and make a clever meme. After 3 minutes collect them and vote on which one is the best. Winning meme wins a prize.

Submitted by Pastor Dan Manns

📌 [Superhero Trivia](#) 🌟🌟🌟



With all the superhero movies coming out this is a fun trivia game. If you have media capabilities use PowerPoint or Media Shout. And make sure you give out a superhero sized prize to the winner(s)!!

1. Who was Superman's arch nemesis? (Lex Luthor)
2. Who played Ironman in the latest Ironman movies? (Robert Downey Jr.)
3. What was it that could cause Bruce Banner to morph into a green beast? (his anger)
4. Aunt May was the adopted guardian of this Superhero. (Spiderman)
5. This Superhero first appeared in a Marvel comic in 1941 and was intentionally created as a patriotic character and was often depicted fighting German Nazis and their Axis allies. (Captain America)
6. Black Manta was the arch villain of this undersea Superhero. (Aqua man)
7. This superhero witnessed the death of his parents and vowed to avenge them and fight crime for the rest of his life. Though he possessed no true superhero ability per se, he could rely on his handy boomerang or utility belt if in a pinch. (Batman)
8. Name the missing fantastic four superhero: Mr. Fantastic, The Invisible Woman, The Thing and ____ . (The Human Torch)
9. Hugh Jackman played the part of this mutant superhero in the 2009 X-men film. (Wolverine)
- 10 This superhero was born in the Amazon and could rely on an assortment of superhero gadgets if need be including: indestructible bracelets, an invisible plane, and a lasso of truth. (Wonder Woman)

11. In the 2004 Disney Pixar film, *The Incredibles*, the family of superheroes battled against this villain who was trying to destroy all the supers. (Syndrome)

12. What substance was Superman allergic to? (Kryptonite)

13. Green Lantern's power came from this supernatural piece of jewelry. (magic ring)

Added by Dan Manns

↑ [Mattress Pass](#) ★★★★★



Two mattresses in the back of the room - one on each side of the crowd. Get a kid on top of each one and have the audience pass the mattress (with the kid on it) to the front.

CAUTION: Have staff all around the crowd to catch the kid on the edges- very important to avoid any injury!

Also see *Mattress Jump* ([Click Here](#)).

↑ [Gender Genius Challenge](#) ★★★★★



Break out the boxing gloves...this cool game will definitely get your group fired up! It's called Gender Genius Challenge and here's how you play it.

It's basically a "battle of the sexes" as the boys compete against the girls to see which gender is more intelligent. You can group guys on one side of the room and girls on the other, or just let them sit where they are - which usually makes this game even MORE interesting.

Explain that everyone in the room is playing, and it's boys vs. girls. After stating how many points a question is worth, you'll ask a question, and the first boy or girl to run up to the stage gets a chance to answer it. Of course, if the answer is correct, they get the points, if it's not correct they LOSE that many points.

At the end of the game, the gender with the most points is declared the winner and they get to enjoy ice cream while the losers...get to watch!

Here are some potential questions:

- (100 pts) What planet is closest to the Earth (Venus)
- (100 pts) What do you call a plant that grows and dies in one growing season? (annual)
- (200 pts) Dana needs 8 eggs to make 2 cakes. How many cakes could she make with 24 eggs? (6)
- (200 pts) What is the capital of Portugal? (Lisbon)
- (200 pts) In what NY state mountain range did Rip Van Winkle fall asleep in? (The Catskills)
- (300 pts) Most fossils are found in what type of rock? (Sedimentary)
- (400 pts) How many justices are there in the United States Supreme Court? (9)
- (400 pts) $A^2 + B^2 = C^2$ is also known as who's theorem? (Pythagoras)
- (400 pts) What instrument is used to measure radiation? (Geiger Counter)
- (400 pts) Who wrote Pride & Prejudice? (Jane Austen)
- (400 pts) Vertical lines divide a musical score into what? (Measures)
- (500 pts) In the famous poem, "Casey at the Bat", what town was Casey playing in when he struck out? (Mudville)

Tie Breaker if necessary:

Who was the first explorer to sail around the world? (Ferdinand Megellan)

Idea by Dan M.

↑ [Foot Signing Contest](#) 



Crowd Game: Have 5 students come to the front of the room and remove their shoes and socks. Give each a felt-tipped or ball point pen. On the signal, they run out into the crowd and see who can get the most signatures on the bottom of their feet in the time limit. No one person can sign more than three feet. Can use both feet. Signatures must be legible.

Added by Young Life

↑ [Name That Clip](#) 



Play 2 seconds of a movie clip and have students guess what movie it is from. Have several videos or DVDs cued beforehand.

Teams and prizes for the most accurate guesses optional.

Added by Dillon Burroughs

Also see *Movie Game* ([Click Here](#)) and *Name That Tune* ([Click Here](#)).

↑ [Name That Tune \(aka Top 40 Mixer\)](#) ★★★★★



Play 2-4 seconds of a song and have students guess what song it is. Have several CDs ready to cue.

Optional: Divide room into teams. Give small prizes for the most accurate guesses.

Added by Dillon Burroughs

Also see *Movie Game* ([Click Here](#)), *Name That Clip* ([Click Here](#)), and *Name That Tune With Marshmallows* ([Click Here](#)).

↑ [Money Grab](#) ★★★★★



Great upfront/crowd game that gets everyone involved but without complete chaos!

Buy play money or go to <http://www.hasbro.com/monopoly/pl/page.treasurechest/dn/default.cfm> and print off monopoly money (free). Print off one page then you can use your church's printer for the rest.

Give one bill to every person who comes that night, right when they come in. When you're ready to play, call some people up to the front - suggestion: 3 people for every 100 kids.

On, "Go!" your three volunteers run out in the crowd and grab as much money as possible - the crowd lifts up their monopoly money. Set a time limit. The one who runs back to you with the most money wins.

Also see *Dollar Surprise* ([Click Here](#)), *Mingle for Money* ([Click Here](#)).

Added by J. Smith, Phuse Youth Ministries

↑ [Recognize!](#) ★★★★★



Get audio clips of different people that youth may know, such as singers, actors, entertainers, etc. For example, play an audio clip of George Bush and then ask the audience "Do you recognize this voice?" Play a few more audio clips then ask the final question: "Do you recognize God's voice when he speaks?"

Added by Luis Sandoval

Also see *Name That Tune* ([Click Here](#)) and *Movie Game* ([Click Here](#)).

↑ [Clap](#) ★★★★★



This game is a variation of the old faithful "Hot/Cold" game. One person is chosen to be "it" and asked to leave the room so they can't hear or see what is going on in the room. Take about 1 minute and pick an action as a group for "it" to do when he/she returns. (A Jumping Jack, Pick Their Own Nose, etc).

When "it" is given the signal to come back in the room he/she has to guess what he/she is supposed to do by walking around, touching things in the room or performing random actions. The group will clap louder and faster the closer "it" gets to completing the task.

Remember there is no talking or other clues, but there will be a considerable amount of laughter, and you will be shocked at the detailed and complicated things you can get a person to do simply by clapping.

↑ [Guess Who?](#) ★★★★★



Contact all your students' parents and have them send in a photo of their child as a toddler. This is HUSH HUSH, and their child cannot know the photos are going to be sent in.

(When you start showing the pictures it gets the students all freaked out about which photo their parent might have sent in.)

With all your photos on a bulletin board or scanned in to a slide show, gather your students and show the photos to see who can match the toddler on screen with the teenager across the room.

↑ [Sock Wars](#) ★★★★★



Use tape on the floor to design an "arena" and have all contestants take off shoes but leave socks on. You can have as many people participate; the more kids, the bigger the area should be.

The object of this game is to keep your socks on as long as possible! There is no standing, so everyone is crawling around on the arena trying to pull everyone else's socks off while trying to defend their own socks.

Added by Stephanie

Also see Sock Mania on the Upfront games page.

↑ [Last Straw](#) ★★★★★



Much like "Toothpicks and Lifesavers." Give everyone a straw to put in their mouth. In rows or pews have them stand up and get ready to pass a small cup (Dixie cups work great) to the next person by using only the straw. The row to do this first, without cheating, wins! You can have a few people in the middle blindfolded for an extra twist.

Added by Sterling Lynn

↑ [Big Balloon Bop](#)



Go to your local art or party supply store and buy several of the biggest balloons they carry. (16" are cool, 3' are better). Divide the crowd in two. Have numerous staff throw the balloons in the crowd and have the crowd try to hit the balloons to the other side of the crowd.

A fun twist to the game is, when done, tell the kids to pop the balloons and have either numbers or tokens in a few of the balloons, to make a those students stand out from the rest. Bring the kids with the numbers or tokens up front to use in an up-front game or to give a prize to.

Also see *Balloon Squash* ([Click Here](#)).

↑ [Who Wants to Be a Bible Millionaire?](#)



This game is a near clone of the T.V. show "Who Wants to be a Millionaire?" with a few changes...

All contestants know 1 or 2 weeks in advance what portion of the Bible the questions will come from. (We generally give 2 weeks' notice and often cover an entire book, such as one of the Gospels.)

The Grand Prize is \$50 (You may decide upon less, but I've found the lure of \$50 to be a big motivator. You may elect to charge a small fee from contestants and observers.)

The prize ladder for correctly answered questions is as follows:

Question #1 = \$1

Question #2 = \$2

Question #3 = \$3

Question #4 = \$4

Question #5 = \$5 (first milestone)

Question #6 = 10

Question #7 = 12
Question #8 = 14
Question #9 = 16 (second milestone)
Question #10= 20
Question #11= 25
Question #12= 30
Question #13= 35
Question #14= 40
Question #15= 50

Obviously the easier questions come at the beginning and gradually become more difficult toward the end. Students know that one has a very limited chance of winning the Grand Prize without having carefully read the entire material at least once or twice. (Yet the questions shouldn't be so hard that they're nearly impossible to answer.)

Lifelines are the same except for one. Instead of the "Call a Friend" lifeline, we substituted a "Check the Bible" lifeline, where a student has thirty seconds to look for an answer in the Bible.

"Fastest Finger" questions may be anything you want, but should be easy enough for anyone to answer. Sheets of paper and pens may be handed to each potential contestant and then the Fastest Finger question is read audibly. The first student to raise his/her sheet of paper (and who has the correct answers) gets to compete for the Grand Prize.

Some students may not do Fastest Finger well. Another option may be to ask the question and have students fold their sheets and hand them in. Then the host draws one sheet at random.

To involve more people, you may invite other students not answering questions to be "guest hosts" to read the questions to contestants.

We usually put all the questions on MS PowerPoint, dimmed the lights and showed the questions on a large screen.

Added by Aaron Blanco

Also see Who Wants to be a Chocolatier? on Upfront page.

↑ [Song Endurance](#) 



This game is very simple and can be played with two or more teams. Can do guys against girls. Pick a song theme - at Christmas choose Christmas songs; with a younger group you don't even need a theme, any song can be open

game - and let the singing begin.

The object of this game is to keep coming up with songs longer than the other team or teams. One team starts and sings a line of one song. Then the other team has 5 seconds to start singing a line of another song. Then the other team has 5 seconds to sing a line from yet another song. Teams may discuss and plan out which song to sing while the other teams are singing.

The first team to repeat a song, sing a song that doesn't fit that category or just not sing within 5 seconds is the loser. If more than two teams play, sit losing teams out until one team finally prevails.

Also see Song Making on Anywhere page.

↑ [Taboo on Easel](#) 



This is like the board game Taboo, but on an Easel and a lot easier. Divide your audience into teams (if you have the typical audience with an aisle down the middle, make one half "west side" and the other half "east side." Teams elect someone to be the stool person. Bring that person up and seat them on a stool in front of everyone. Write four words behind them on the easel for all to see except the stool person (example: bulldog, stapler, Spain, paper airplane).

Assign a point value for each word (example: 10 points each). Give the team (which is one half of the audience) a certain time (90 seconds) to try to get the stool person to guess the words. The team can do the words in any order. If they break any of the rules or cheat, they not only don't get the points for that particular word, they are given negative points (example: negative 10 points). Do several rounds for each team, one at a time, bringing up new stool people each time. Play until blue in the face.

Do not permit "east side" to distract or yell or shout out anything during 'west side's" turn. If they do try and distract the other team, deduct points from them. Same thing goes for "west side."

Rules:

1. No saying any part of the word on the list (i.e. if "doghouse" is the word to guess, you can not say "dog" or "house")

2. No hand motions

3. No "sounds like" or rhyming with other words

↑ **Spam Scarf** ★★★★★



This gross game is played up front with a few people while the crowd watches. Get several volunteers up front who claim to be hungry. Give them each a can of Spam (ew!). Award a prize to the first person to finish the whole thing. ("Winning" music is a nice touch in the background when you announce the winner; think Olympics, etc.)

Also see Bobbing for Spam on Sick & Twisted page.

↑ **Musical Baby Food** ★★★★★



Have your group sit in a circle. If you have a small group, you only need 1 can of the worst baby food you can find. If you have a large group, 3 or 4.

Play upbeat music as the cans of food are being passed around, but when the music stops, whoever is holding the can of food has to take a big spoonful! (Supply a clean spoon for each person - no double dipping, ew!)

Added by Krystle

See also *Musical Food* ([Click Here](#)).

↑ **Marshmallow Pass** ★★★★★



Give each kid in the room toothpicks. Split into teams and then race. Instruct students to pass the marshmallow to the person behind them, leaving the toothpick on the marshmallow when they let it go.

Added by Young Life

Also see *Lifesavers & Toothpicks* ([Click Here](#)).

↑ **Song Making** ★★★★★



Split the room up into groups and give each group five words on a card. They need to make up a song with those words. This works well on theme nights - for example, holiday or western.

Added by Young Life

Also see Song Endurance on Anywhere page.

↑ **[Musical Food](#)** 



Audience or Small Group game. Put pieces of dried fruit, jerky, tomato, potato, red onion, etc. in several separate closed lunch bags. Mix them up, throw them out into crowd, start music. When music stops whoever has a bag takes a bite. You may need referees to declare who had it when the music stopped.

Idea from Young Life

See *Musical Baby Food* ([Click Here](#)).

↑ **[People Scavenger Hunt](#)** 



Good game for a crowd or audience. Divide the crowd into three or four teams, each section with a captain. The game leader calls out certain characteristics...blue eyes, likes to snowboard, has a 4.0, has red hair, etc.

The captain of each team must quickly try to bring someone with that characteristic up to the leader. First one to do so wins that round. Keep score and play to 5 or 10.

Submitted by Young Life

Also see *Sit Down If* ([Click Here](#)), *Move Right If* ([Click Here](#)), and *I Have, I've Never* ([Click Here](#)).

↑ **[Row Organizer \(aka LINEUP GAME\)](#)** 



Just tell the crowd that each individual row is a team (make sure all rows have at least 7 or 8 people in them). Then you tell everyone to organize themselves in their row by . . . (height, birthday, shoe size, age, # of speeding tickets, etc.). First row to do it gets a point. Keep score and give the winning row a prize.

↑ **[Superball Pass](#)** 



This is a great game to be done in a sanctuary with pews. Divide the crowd in half. Have several members from each side of the sanctuary go to the back of the room behind the last pew. Dump a pile (about 20 is good) of

superballs in front of the first pew. The students in the pews must get the superballs to the people in the back of the room by shoving/throwing/passing them UNDER THE PEWS. Nothing can go over a pew. First team to get a certain # of the balls to the back (75%) is the winner!

NOTE: This can also be done with chairs.

★ [Saran Wrap Body Pass](#) ★★



Get 4 staff members from the crowd (as many staff as you have sections of the crowd). Have each staff member stand in front of a given section of the crowd that can cheer for their staff member. Have each staff member grab about 3 or 4 kids to “wrap them.” Hand each group 3 or 4 rolls of Saran Wrap and tell them to wrap them up to their shoulders. (Leaving their arms free is the safest way but some groups have wrapped arms too. These groups had extra staff assigned to watch and spot the wrapped kid so they don't fall. They could get hurt if they fell since they don't have arms free to catch themselves.) Now yell “Go!”

When they are wrapped up, ask the crowd, "What's the best way to judge who is wrapped the best?" Then announce that you have an idea. “Pick them up and pass them to the back of the crowd and back up front again. First section to do that wins!”

Added by Greg Weisman

Also see *Saran Wrap Inchworm* ([Click Here](#)) and *Saran Wrap Race* ([Click Here](#)).