# 30+ CROWD BREAKERS FOR YOUR NEXT YOUTH EVENT



# HOW TO USE THIS RESOURCE

## Look it over.

Read through the material and identify where it might naturally fit within one of your upcoming services or events.

## Make it your own.

Adjust the wording, timing, or format so it fits your students, your leadership style, and your church culture.

## Plug it in this week.

The goal of *Service Builders* is simple: give you something you can use right away. Find a spot in your next youth gathering and put it into action.

## Build momentum.

Share the idea with your leadership team and keep a running list of elements that connect well with your students.

*Small moments often lead to meaningful impact.*

UPCI YOUTH MINISTRIES

PRG Pentecostal Resources Group

## 1. 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.

## 2. 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, they may ask a question, but once again, they 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.

## 3. 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 time the group with the most assembled wins.

## 4. 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.

## 5. 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).

## 6. Blind Shoe Grab (Cinderfellas)

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.

## 7. 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.

## 8. 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.

## 9. 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.

## 10. 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.

## 11. 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.

## 12. 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.

## 13. 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 skirts so that approximately 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.

## 14. 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.

## 15. 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.

## 16. 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.

## 17. 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.

## 18. Centipede

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.

## 19. 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?"

## 20. 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.

## 21. 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.

## 22. 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.

## 23. 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.

## 24. 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.

## 25. 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.

## 26. 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.

## 27. 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.

## 28. 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.

## 29. 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.

## 30. 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.

## 31. 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).

## 32. 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.

## 33. Dr. Seuss Rap Battle

Tell the kids they're going to do a rap battle or face off. Give them their choice of Dr. Seuss books or other rhyming children's books to use for lyrics. Give them a beat and let them go at it! Have a panel of judges or have the crowd vote on which student did the best.

## 34. 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 left standing wins.

## 35. 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.