

Short/Messy Games: Great for AM Sessions!

Game	Participants	Time	Supplies
1. Goldfish/Peanut Butter Toss	Teams of 2	Setup: 3-5 min. Game: 2 min.	Peanut Butter Goldfish Trash can
2. Shave the Balloon	Teams of 2	Setup: 7 min. Game: 3-4 min.	Plastic drop cloth Balloons Shaving Cream (or whipped cream) Razors (1 per team) 1 pair of goggles per team
3. Alka Seltzer Gyzer	As many as you want	Setup: 2 min. Game: As long as they last...	Plastic drop cloth Alka Seltzer Tablet (1 per participant) Sprite Cups Trash cans (1 can per 2 part.)
4. Banana Surgery	Teams of 2	Setup: 5 min. Game: 3 min. Judging: 5 min.	A few tables 1 Banana per team 1 Paper plate per team 1 Plastic knife per team Toothpicks Band-aids Scotch tape Glue sticks Rubber bands Live feed to the screens
5. Chocolate Marshmallow Drop	Teams of 2	Setup: 3 min. Game: 3 min.	Plastic drop cloth Marshmallows 1 Bowl of choc. sauce per team 1 Plastic bag per team 1 pair of goggles per team
6. Bear Hunt	As many as you want	Setup: 3 min. Game: 3 min.	Plastic drop cloth 1 Bowl per participant Gummy Bears Whipped Cream Cleanup Rags Shower caps
7. Blind Eaters	Teams of 2	Setup: 5 min. Game: 3 min.	Plastic drop cloth Trash bag "aprons" (1 per team) Blindfolds (1 per team) Pudding cups (1 per team)

Game	Participants	Time	Supplies
8. Donuts on a String	As many as you want	Setup: 5 min. Game: Until 1 donut is finished	Plastic drop cloth Donuts with string tied to them (1 per participant) Chair (1 per participant) Whipped Cream (optional)
9. Lifesavers on the Face	Teams of 3 (1 guy + 2 girls)	Setup: 3 min. Game: 3 min. Judging: 3 min.	1 Chair per team 2 Rolls of Lifesavers per team Baby wipes to cleanup
10. Alphabet Soup Spelling	As many as you want	Setup: 3 min. Game: 2 min.	1 Can of alphabet soup (per 2 people) 1 Bowl for each participant 1 Plate for each participant
11. Ipod Idol	2 Teams	Setup: 1 min. Game: As long as you want	Ipod Head phones Microphone
12. Gum Sculpting	Teams of 3	Setup: 3 min. Game: 3 min. Judging: 3 min.	1 Pack of gum for each team 1 Plate for each team Baby wipes to cleanup
13. Marshmallow Tower	Teams of 3	Setup: 3 min. Game: 3 min. Judging: 3 min.	1 Bag marshmallows per team Toothpicks 1 Plate per team

GAME EXPLANATIONS:

- 1. Goldfish/Peanut Butter Toss:** Bring up students and pair them off in teams of two. One team member must coat their face with peanut butter, while the other stands a few feet away with a bowl of goldfish. When the game begins, the player with the goldfish must try to toss them to stick on their partner's face. The team with the most stuck goldfish is the winner.
- 2. Shave the Balloon:** Bring up students and pair them off in teams of two. One team member puts on safety goggles and holds a blown up balloon in between their teeth. The other team member must cover the balloon entirely with shaving cream. This person must then "shave" the balloon without popping it. The pair that can successfully shave the balloon without popping it is the winner. (As game moderator, feel free to "accidentally" pop some balloons along the way...).
- 3. Alka Seltzer Gyzer:** Participants will line up in front with two people sharing one large trash can. Each participant is given an alka-seltzer tablet to place on their tongue and a small cup of Sprite. When the game begins, each person must take a sip of Sprite and attempt to keep their mouth closed while the tablet fizzes. If they cannot, they may spit into the trash can. The person who can keep their mouth closed the longest wins.
- 4. Banana Surgery:** Bring up students and pair them off in teams of two. Each team will be stationed at a table and will have in front of them a banana on a paper plate, a plastic

knife. They will be instructed to open the banana and cut it into several pieces. When each team has prepared their banana on the plate, they will then be given a variety of “fix it” materials: tape, toothpicks, rubber bands, paper clips, etc. Each team will be given 3 minutes to do “surgery” on their banana to get it looking as good as new. At the end, the moderator will judge the best looking banana. **Works best to have a live feed to the screens so the crowd can watch the attempts.**

5. **Chocolate Marshmallow Drop:** Bring up students and pair them off in teams of two. Have one person in each pair lie on the ground on a plastic sheet (wearing safety goggles), while the other person stands on a chair beside them with a bowl of marshmallows and a bowl of chocolate syrup. When the game begins, the person on the chair must dip a marshmallow in chocolate syrup and attempt to drop it into their partners mouth. The team that successfully catches the most marshmallows, within the time limit, wins.
6. **Bear Hunt:** Each participant will have a bowl of whipped cream with gummy bears at the bottom. Without the use of their hands, they must retrieve as many bears as possible.
7. **Blind Eater:** Call up participants and pair them off. One team member will be the eater and one will be the feeder. The eater will put their trash bag “apron” on and the feeder will be blindfolded. The eater may not use their hands, instead, the feeder will be behind them with their arms laced under the eaters arms. The blindfolded feeder will then attempt to feed the eater a cup of pudding. The team that finishes the pudding the fastest wins!
8. **Donuts on a String:** Call up participants from each team. They will be paired with a staff member. Participants must attempt to each a donut off of a string that the staff member is dangling over their head (staff member is standing on a chair). To increase the mess, donuts may be covered with whipped cream before they begin.
9. **Lifesavers on the Face:** Bring up teams of 3 with 1 guy and 2 girls. The girls will be given 2 rolls of Lifesavers and they have 2 minutes to lick, stick, and decorate the guys face. When the time is up, teams will be judged and the most creative face wins.
10. **Alphabet Soup Spelling:** Select as many participants as you would like. On a table, setup a bowl and plate for each participant. Pour half of a can of alphabet soup in each bowl. The participants will need to spell out as many words describing Mission Adventures as possible in 2 minutes (or whatever other theme you would like to apply).
11. **Ipod Idol:** Form two teams out of your group. One volunteer at a time will come from alternating teams. They will have to put on the head phones of the iPod and attempt to sing along with the tune that the staff member selects for them. The first team to guess the tune gets a point.
12. **Gum Sculpting:** Call up teams of 3 and give each group a large pack of gum and a paper plate. They must chew the gum and sculpt it into whatever shape you decide! (snowman, tree, favorite food, person... be creative!). Judging from the crowd will determine the winner!
13. **Marshmallow Tower:** Each team is given a bag of marshmallows (not mini...) and a box of toothpicks. They must construct the tallest tower they can in 3 minutes.

Long Games/Large Group Games: Great for PM Sessions!

Game	Participants	Time	Supplies
1. Chicken in a Hen House	Everyone - split into pairs	20-30 min.	None
2. Bring Me...	All - split into at least 3 teams	As long as you want...	List of items for students to "find" - 20+ things
3. Never have I Ever	All - sitting in chairs in a circle	As long as you want...	None
4. Ultimate Rock Paper Scissors	All	15-30 min.	None
5. Balloon Soccer	All - split into 2 teams	As long as you want...	2 different color balloons Setup "end zones" 2 large trash cans (empty)
6. Four Corners	All	20 min.	Labels for the 4 corners: 1, 2, 3, 4
7. Shoe Pile Up	All - split into week teams	15-20 min.	None
8. Shuffle Your Buns	All	As long as you want...	Chairs set up in a circle
9. Noodle Tag	All	As long as you want...	1 Pool noodle, cut in half 1 Chair
10. True or False	All	As long as you want...	List of random facts (see below)
11. Snowball Fight	All	As long as you want...	Piece of paper and pencil/pen for each participant
12. Play-dough Pictionary	Split into 2 teams, better for small groups	As long as you want...	Play-dough

Game Explanations:

1. **Chicken in a Hen House:** Have all participants get in pairs with one person being the "base" and one person being the "top" - girls must partner with girls and boys with boys. Then have the participants for 2 circles. The inner circle with the "base" members of each pair and the outer circle with the "top" members. When the music starts, the circles will

move in opposite directions, but partners must try to keep an eye on each other. The moderator will then call out 1 of 5 different poses and pairs must rush to find one another and get into the pose. The last few groups to get into position (anywhere from 1-5 pairs) will be eliminated. The game continues until all are eliminated except for 1 pair.

- a. *Bird on a Hippo*: Partners stand back to back and link arms. The base leans forward so that the top person is in the air with their feet up.
 - b. *Bunk Beds*: The base lies on the ground flat on their back with their arms pointed up to the sky, holding on to the top persons ankles. The top person puts their hands on the bases ankles and balances in a plank position.
 - c. *Just Married*: The base lifts up the top person in their arms in a traditional "just married" pose.
 - d. *Monkey in a Tree*: The base gives a piggy-back ride to the top person.
 - e. *Chicken in a Hen House*: The base gets on their hands and knees on the floor. The top person gets in the same hands and knees pose, but on the bases back.
2. **Bring Me...:** Have all participants get into teams around the room (best if in teams that they have for the week). Each team will decide on a "runner" who will be responsible for bringing items up to the moderator - only this member may bring something up front. The moderator will then shout out an item that each team must bring (i.e. - rock, a peso, an earring, a wallet, a MA tshirt... etc.). Items can be things found in the room (like in peoples pockets) or just outside. The first team to bring the item to the moderator gets a point. Play as long as you would like; the winning team is the one with the most points.
3. **Never Have I Ever:** Have all participants create a circle with their chairs. One person will be in the middle, so there should be one less chair than people. The person in the middle will finish the statement "Never have I ever...". If their statement is also true for any other participant, then they must get up and run to another seat. The person left in the middle without a seat will now have to complete the statement for themselves, starting another round.
4. **Ultimate Rock Paper Scissors:** Have all participants pair off. Pairs must stand, facing each other, with one foot in front of the other (toes touching their partners). They will then play a round of Rock-Paper-Scissors. The winner of the round gets to place their front foot behind their back foot (heel to toe), while the loser must stretch their front foot forward to meet their partners toe. Participants only ever move their front foot. Pairs continue to play Rock-Paper-Scissors, until eventually one person is in the splits. When one partner falls, they lose and the game is over. Continue to play a winners circle until one pair wins.
***Game can be played with just representatives from each team to make it go more quickly.**
5. **Balloon Soccer:** Divide the group into two teams. Each team will have a designated color balloon and an "end zone" setup at the other end of the room with a "goalie". Only the goalie may use their hands to place balloons into a garbage can, but only when the balloons have entered the taped of "end zone". Teams must try to move their balloons to their end zone. Teams may "defend" the end zone of the other team by popping or stealing their balloons.

6. **Four Corners:** Instruct all students to choose one of four corners to run to. The “caller” will shout out a number 1-4. Everyone in that corner must sit down and stay down for the rest of the game. The other participants then have to run to any of the four corners. The caller shouts out another number and they must sit down. Continue this until there is 1 person remaining. This person gets points for their team!
7. **Shoe Pile Up:** Have everyone take off their shoes and put them in a pile on a floor. Divide students into their week teams. Within their teams, have students partner up (gender appropriate). Student must sit on the ground back to back with arms linked. When the game begins, one pair from each team can get up, run to the pile, and each partner must find their shoes, put them on, and run back to their team. Once they have sat down, the next team may go. The first complete team to return with all of their shoes wins.
8. **Shuffle Your Buns:** Have everyone sit in a circle. Then select a person to go into the middle. When you say "go," they are to try to go back to their seat. Everyone slides their tush (shuffles their buns) over to block the person from sitting in the empty seat. The person will end up running around the circle trying to get to the rapidly moving empty seat. If he sits, then the person on his or her left is the person who has to go in the middle.
9. **Noodle Tag:** Have everyone stand in a circle and place the chair in the center. One person starts in the center holding the pool noodle. The goal of the person with the noodle is to hit someone in the circle, run and put the noodle back on the chair, and return to the empty spot before the other person grabs the noodle and whacks them back. If the person who originally had the noodle does not make it to the empty spot without getting whacked, then they are in the middle for another round.
10. **True or False:** Read off a random fact and if students believe it to be true they put their hands on their head, if they think it's false, they put their hands on their butts. When the answer is revealed, the ones who were incorrect must sit down and are out of the game. Continue playing until one player remains.
Possible Questions:
11. **Snowball Fight:** Divide the room into two halves divided by a midline (use masking tape to create an actual line on the floor) and divide your group into two teams - one on each side. Each participant gets a piece of paper and a pen. Pose 3 “get to know you questions” - perhaps favorite food, favorite sport, number of siblings, middle name... - can be anything. Have the students right their responses on the paper and crumple it into a ball. When you say GO, students have a minute to throw the “snowballs” back and forth. When the minute is up, they must grab a “snowball”, open it, and try to find the person the paper matches with as quickly as possible. The first person who can match their paper to it's author gets a point for their team. Repeat as many times as you want or get new paper for different questions.
12. **Play-dough Pictionary:** A twist on normal Pictionary- instead of drawing images, the participants must mold the words out of play-dough.