



Small Group Games

CHOOSE 4 - 6

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String Geometry

DESCRIPTION

Game for teamwork and communication with reflective piece.

SUPPLIES

- ☐ Rope (8-12 feet), Pantyhose, or 2" elastic piece
- ☐ Eye coverings (optional)

String Geometry

INSTRUCTIONS

Tie a rope, pantyhose, or 2" wide elastic into a loop. Have everyone in the group take hold of the rope and spread out so that they form a circle. Now ask everyone to close their eyes and keep them closed for the duration of the activity (or provide eye coverings at this time). Give the group a shape to form. Begin with something fairly easy such as a square. Tell the group that they can talk to each other, but they may not open their eyes. Let the group work until they think they have formed the shape as best as they can. Now they can open their eyes to see how well they have worked together! Continue by giving them other shapes, getting progressively harder. Try a triangle, five pointed star, oval, hexagon, and more.

Leader's Hint: If you have group where one or two folks tend to give all the suggestions and directions, add extra directions in order to give others a chance to be active participants. For example:

- "Until I tell you otherwise, no one over the age of 18 may speak or give directions."
- "Everyone with tennis shoes, remain silent"

By picking up on different aspects of the dynamics of your group, you can help give the ones who are less likely to share a chance to participate.

Debrief by asking the group...

- How did it feel to try to listen to all the ideas coming at once?
- How did it feel to be one of the silent ones?
- Was communication effective?

Panic

DESCRIPTION

Small group game with movement where people get to know each other a little better.

SUPPLIES

- Chairs

Panic

INSTRUCTIONS

Place chairs in a circle. Make sure there is one less chair than the number of people playing the game. With everyone sitting in the circle, one person in the middle asks an appropriate question. For example, “do you have a dog?” Anyone who answers yes to the question has to jump up and switch chairs with another person who also answered yes. During this time the middle person will also try to grab a seat. The person left without a seat now goes to the middle and asks a new question. At any point, instead of asking a question, the person in the middle can say “PANIC” and everyone must get up and change seats.

A good rule to set is that you cannot slide into the seat right next to you. You have to move at least one seat over. If you can only move into the seat next to you then you become the center person.

Trust Walk

DESCRIPTION

Group game to build trust and practice communication.

SUPPLIES

- Eye coverings

Trust Walk

INSTRUCTIONS

Determine where in the room or space your group will begin and end this exercise. Designate one participant to be the guide or navigator and tell them the route you want the group to take. The rest of the group will form a single file line, and everyone will close their eyes (or use eye coverings if possible). The guide will direct the group around the space but may only speak to the first person in line. The first person in line can pass this information along to the rest of the group, and people in line may speak to one another to figure out where to go. This task requires everyone to listen to one another and work together.

Crazy Charades

DESCRIPTION

Group guessing game – 3 different ways.

SUPPLIES

- Small strips of paper
- Bucket/pail or something to hold slips of paper
- Pencils
- Timer

Crazy Charades

INSTRUCTIONS

Give each group pencils and a bunch of small strips of paper. Have group members write down one person or thing on each strip.

Ideas: other group members, celebrities, church members, comic strip/cartoon characters, movie characters, objects, colors, or seasons. Anything will work as long as it is relatively well known. Do not worry if something is written more than once. It could even make the game more fun. Put all of the strips into the bucket. Divide each small group into Group A and Group B.

Round 1 – One player from Group A will draw the slips of paper and act them out. They will have 60 seconds to give clues to get Group A members to guess as many slips as possible. Spoken clues are permitted as long as they do not include the actual name/thing written on the paper. Pointing is also allowed. If the group guesses correctly, they keep that strip of paper. If they are unable to guess what is on the slip of paper, they put that strip back into the pail. Group B then takes a turn. Continue to alternate between groups until all of slips have been guessed. At the end, tally up the slips to see how many each group guessed.

Round 2 – Put all of the slips back into the pail. This round is similar to Round 1, but the person must act out clues without using words (in typical charades style). Also, Group B gets to go first this time. At the end, tally up the slips to see how many each group guessed.

Round 3 – Put all of the slips back into the pail. In this round, the person drawing slips can only give 1 word clues. If no one in their group guesses correctly, they can choose to pass and move on to the next slip. Let Group A start this time. At the end, tally up the slips to see how many each group guessed.

Digital Hot Potato

DESCRIPTION

Group circle game with photos.

SUPPLIES

- Camera Phone/
Digital Camera

Digital Hot Potato

INSTRUCTIONS

Have the group sit in a circle. Preset a digital camera's timer. Let the camera take the first picture of the group and then begin passing the camera around the circle. When the camera signals it is about to take a picture, freeze and pose for the camera. Resume passing the camera and repeat.

Alternative:

After the 1st photo is taken, call out a category. When the camera signals it is about to take a picture, whoever is holding the camera must pose for the photo in that style. (Ex. funny, serious, joyful, sad, pirate, cheerleader, etc.)

Group Spelling

DESCRIPTION

Group guessing game with a round that involves bible stories.

SUPPLIES

- (Optional) Note cards with the word to be spelled or the bible story written out.

Group Spelling

INSTRUCTIONS

Form groups of 4-5. The leader will give each group a different word that they will literally spell out using their bodies - either standing, sitting, or lying down. After playing this game a few times with words, you can move on to Bible stories (VERY short, obvious ones). Give groups a chance to read the BRIEF story before deciding together how to depict this story using poses in 3-4 snap shots (like a picture freeze frame without sound or movement). Groups will then take turns presenting their snap shots and guessing the bible stories among the larger group. If a group is guessing and not presenting, they should close their eyes in between "snap shots."

King Lizard

DESCRIPTION

Small group game with a little bit of acting and improv.

King Lizard

INSTRUCTIONS

Have everyone sit in a circle. Instruct each person to pick an animal and think of a motion and noise that go along with their animal. Go around the circle and have everyone share their animal, motion, and noise. Tell participants to pay attention to other people's animals.

Once everyone has shared, choose one person to start. This person will make their own noise/motion then "send" it to anyone else in the circle by making that person's noise/motion. That new person makes their own noise/motion and then another person's noise/motion, and so on and so forth. As an example, if you had a cat, dog, and monkey in your circle, the action might go: Cat Dog - Dog Cat - Cat Monkey - Monkey Dog - Dog Cat... Continue playing until someone makes a mistake. (For example, mixes up a combination or hesitates for too long.)

After one round ends, start over with new animals/noises/motions. Whoever made the mistake that ended the previous round gets to start the new round. The game continues until participants get bored.

NOTE: Cat, monkey, and dog are commonly used, but creativity is encouraged - the sillier, the better. Animals will get crazier as the rounds go on!



Name Ball Toss

DESCRIPTION

Ice breaker for names with three variations!

SUPPLIES

- ☐ Soft types of balls (for example, a Nerf ball, rag ball, or flexible flying disc) or other objects that can be tossed around the circle.

Name Ball Toss (Brain Fry)

INSTRUCTIONS

Groups sit or stand in a circle. Give one person in each group a ball. That person then tosses the ball to someone across from them, calling their name. If your group does not know each other yet, have participants use the first round to introduce themselves. This is repeated in the circle until everyone has been thrown the ball. Repeat the same pattern/order again for a few rounds. After a few rounds, toss another ball into the circle and create a new pattern/order.

Variation 1:

Call out "Reverse" and see if the group can change the direction of the pattern by going backwards.

Variation 2: (*For a real challenge!*)

Stop tossing and have two groups join together. Instruct participants to intersperse themselves among the other players to create one large circle. Keeping their FORMER pattern have the two groups toss their balls at the same time while in one large circle. Add in all three balls – it can get a little crazy but is fun.

Variation 3:

Handshake Pass is played along the same lines as Name Ball Toss (Brain Fry) except that you greet the person with "Hi, Beth! My name is Sam," while shaking hands. As with Name Ball Toss, this is repeated in the circle until everyone has been greeted. Once the pattern is established you can just say "Beth" and the partner can reply "Sam." At any point, you can make the game more challenging by adding the ball toss in at the same time, so that the group is doing two different patterns at once – one with handshakes and one with the ball.

Giant Tic Tac Toe

DESCRIPTION

Large relay game version of tic tac toe.

SUPPLIES

- Bean bags (2 different colors so one set can be “X” and the other “O”)
- Chalk, painter’s tape, or other materials to make a large tic tac toe board.

Giant Tic Tac Toe

INSTRUCTIONS

Form two teams and give each team a set of bean bags. Create a tic tac toe board using chalk, painter’s tape, or another method. Use the same method to create a starting line 20 feet away from the board. Have each team form a single file line behind the starting line. When the group leader yells “GO” the first person in each line grabs one of their team’s bean bags and runs to the tic tac toe board. They drop the bean bag in their desired space, marking it for their team. They then run back to their team so that the next person in line can go. The first team to get 3 in a row wins that round.

If the board fills up without a team getting 3 in a row, there will not be a tie. Instead, the team members will have to pick up one of their bean bags and run back to the starting line. They will give it to the next person in line who will run and put the bean bag in a new spot. This will continue until one of the teams gets 3 in a row.