

## HANDSHAKE MIXER

**Equipment / Supplies:** None

Give the instructions before any action takes place, "I am going to tell you to find someone in a minute, find that person, shake their hand and keep on shaking until I tell you otherwise. If you can't find that person come to "lost and found".

Find someone with the same color eyes that you have. GO! Everyone has found that person, now:

1. Find out this person's name, engrave it on your brain  
2. Find out their favorite flavor of ice cream  
3. Give them a handshake, this is your Handshake Partner

Find someone with the same birth month. GO! 1. Engrave their name on your brain

2. Find out what their favorite game is.

3. Give them a High-Five. This is your High-Five partner. Go find your Handshake Partner. GO!

Now find someone born in a different state or country than you. 1. Remember their name.

2. Find out what's the best movie they've seen recently in a movie theater.

3. Give them a hug. This is your Hug Partner. You can then use these three partners as a way of pairing people for other games.

## MEANING OF YOUR NAME

**Equipment / Supplies:** None

We did something in our Storytelling Workshop that worked very well and I can't wait to use it.

When you introduce yourself, tell your name and why you were so named. What meaning does it have? You can learn a lot about a person this way.

## MY BONNIE

**Equipment / Supplies:** None

Sing "My Bonnie lies over the Ocean". Every time you sing "My Bonnie" stand up, or sit down, until the end of the song.

## STUCK TO YOU

**Equipment / Supplies:** Masking tape

Everyone gets five pieces of tape. Roll these pieces so that it sticks to you and also has a sticky side on the outside. Stick these rolls anywhere on your body. Then stick yourself to five people. Make sure that you know the names of the group that you are stuck to.

This can be used to put people in groups. To learn more about each other tell something about yourself to every person you are attached to.

## OPINIONS

**Equipment / Supplies:** List of statements

Divide the room into two categories: Totally Agree and Totally Disagree. In the middle are varying degrees between the two answers.

The leader reads statements and the group answers by standing in the part of the room that is their answer. Any statements will do: "I love Brussel Sprouts", etc.

## THIS IS A

**Equipment / Supplies:** Supplied by players

Sitting in a circle, each person finds an object that can be passed around the group. Each person, in turn, introduces themselves and their object. "My name is Carl and this is a key toy".

Each person holds their object, looks to his/her right and says, "This is a *insert object name 1*". They then look to their right and say, "A What?", then to their left and say "A *insert object name 1*". Immediately they look back to their left and say, "Oh, a *insert object name 2*". Repeat with item 2, etc.

Try to pass objects all the way around. Challenge: Vary the speed.

## PAIRS WALKING TAG

**Equipment / Supplies:** None

Have the entire group get partners. Once they have partners, explain the boundaries of the game. You want an area that is flat and safe to move around in. Slippery floors won't work. You can judge the size needed by how big your circle is. Make the boundaries a little bigger than your circle when the group is full arm lengths from each other.

Within pairs, decide who is going to be "It". To start the game, the leader counts to three. On "One" the person who is not "It" moves away from their partner and on "Three" the person who is "It" has to turn three circles and chase after their partner to tag them. Once tagged, that person becomes "It" and has to turn three circles before chasing after their partner. The twist is that the game is played at a walk. No running to catch your partner is allowed. (But, be prepared to be out of breath.)

## **GOONEY LIKES**

Object: to guess what Gooney likes and what Gooney doesn't like.

Gooney likes Bill Moon Yellow

Tools Bobby Rabbits & Bunnies Alleys Bulls Quesadillas

but not John Stars Blue Gear Bob Hares Sidewalks Cows Fajitas

Finding the "trick" is harder when not written down. Gooney likes anything that has double letters. Prepare your "list". It makes it more confounding if things "go together", i.e. Bulls - Cows, Rabbits - Hares, Moon - Stars, etc.

## **THE MOON IS BIG AND ROUND**

The leader says, "The moon is big and round, it has two eyes, a nose and a great big, smiling mouth." As the words are said the leader draws the big circle, eyes, nose and mouth in the air.

The group is then challenged to do the same. Most fail on the first try although occasionally someone will get it on the first try and they do not know why, for to them they did just like the person who missed.

The "trick" is that, even though the words must be correct, the drawing is not important, except that it is done with the left hand. Most people will automatically use their right. The person who gets correct on the first try is usually left handed.

## **PALM BOXING**

Contestants stand very close together, feet together, toes almost touching the toes of the opponent, hands held shoulder high, palms out (facing opponent)

No hand contact is made until the game begins. At the signal they try to push each other off balance by pushing, tapping or slapping one or both palms (not holding as in arm wrestling). Feinting, dodging, relaxing and moving of the palms are permitted.

Size, weight or strength has no bearing. A small, quick, nimble player can readily defeat a larger, stronger competitor. The first one to move their feet or lose their balance is the loser.

## **PHYSICAL GOSSIP**

**AGE GROUP:** Any

**EQUIPMENT:** Paper and Marker for each row

**FORMATION:** Sitting, single file, all facing the same direction

The back person in line goes to the leader who shows all representatives the same picture, without any of the rest of the group seeing it. The picture is a simple drawing such as a tree, a house, a flower, etc. All of the leaders go back to the group and "draws" the picture, with their finger on the back of the person in

front of them. That person then draws what they think was drawn on their back on the back of the person in front of them. This continues until it reaches the front person who takes a marker and draws the picture on the piece of paper.

The paper is held until all groups have completed and then they show it to their team to see how close it is to the original drawing.

The front person goes to the back of the line and the game is repeated.

## **PROGRESSIVE CHARADE**

**AGE GROUP:** Middle School - Up **ADAPTABLE:** Yes

**EQUIPMENT:** List of "Persons"

**FORMATION:** Line, single file, all facing the same direction

Groups take turns while the others observe and try to solve the charade independently.

Objective: Going from back to front the first person in the row guesses the name of the person being acted out.

The name of a famous (Biblical or otherwise) person is written on a piece of paper. Those not acting out are asked not to talk (laughing is likely, though). The leader shows the back person the name. The back person taps the person in front of them on the shoulder and they turn around to face them. The back person then acts out the famous person in some way. The person that just watched, turns, taps the person ahead of them and does the silent charade to the best of the ability.

This continues to the end (front) of the line and the final observer then attempts to name the person. Agreement and disagreement from the group may add to the situation as well as the observation from the total group, before the back person reveals the answer.

## **SHOW AND TELL TREASURES**

**AGE GROUP:** Any **ADAPTABLE:** Yes **EQUIPMENT:** None except "Treasures" **FORMATION:** Circle is best

Each person brings a "treasure" (or has on their person), something to tell others in the group what makes this item unique or special to them. This is an activity which is easily shared in large or small groups. It tends to help people relax and get to know each other better.