

Game Ideas

for

SUPA and ISCF

Small Group Game Ideas (2-3 Students)



Two Truths and a Lie

Student shares three "facts" about themselves. Two are truths and one is a lie. The others in the group try to guess which facts are the truths, and which is the lie.

Back-to-Back drawing

Students sit back-to-back. One student has an image and is the describer and the other is the drawer. The describer must tell the other student what to draw without telling them what it is. The image can relate to the lesson!

Bible Verse Race

Say a bible verse and the first person to find it wins.



Word Guess (Hang Man Modified)

Have one student or leader decide on a word and draw lines on the board to indicate how many letters there are in the word. The students then guess one letter at a time. If it's right, the letter goes into the word. If it's not, the letter is written to the side. The first person to guess the word wins and becomes the next person to pick the word.

Heads and Tails

Ask true or false questions (can be biblically based, trivia or lesson focused). If they think the answer is yes place hands on head. If they think no, place hands on tails. Play until you have a winner.

Bible Pictionary - Play Dough Version

The leader chooses something (can be related to the lesson) for the teams to make out of the play dough and the other person has to guess what it is. The person that gets the other person to guess the fastest wins.

Just a Minute

Talk for 60 seconds on a given topic (can be related to the lesson) without hesitation, repetition or inaccuracy. If the student makes a mistake (hesitates, repeats, "ums", etc.), the other student takes over. This continues until the 60 seconds is finished.



Big Group Game Ideas (4+ Students)

Similarities

Students arrange their seats to sit in a circle with student in the middle. The person in the middle will call out something they like or dislike e.g. "I like sport". Then everyone who likes sport goes into middle and finds another chair in the circle to sit on. Whoever is left in middle says another thing they like or dislike. Continue.

Heads Down Thumbs Up

Pick 4 people to stand at the front. Everyone else puts their head down and thumbs up. The 4 people squeeze one person's thumb each. Then they guess who of the 4 squeezed their thumb and if they are correct, they replace the person.

Telephone

Students form circle, and the first player whispers this week's bible verse to the ear of the second person. The second player repeats the verse to the third player, and so on. When the last player is reached, they announce the verse they heard to the entire group. The first person then compares the original message with the final version.

Knots

Ask the students to form a small circle, standing shoulder to shoulder. The students close their eyes, reach out their arms and grab hold of the hand of two different people from across the circle (excluding the person on either side). Once they are all holding two hands, students open their eyes and work together to find the way to untangle the knot without letting go of the hands they are holding. The game stops when the students have found the way to untie themselves and have formed a new circle.

Fruit Salad

Form a circle with chairs that has one chair fewer than the total number of students. Nominate a student to be "in" and ask them to stand in the centre of the circle. Go around the circle and give each student a fruit name, either apple, orange or pear. The student who is "in", calls out one of the fruits. If they call out "apples", everyone who is that fruit must get up and change seats. The student who is "in" also tries to sit in an empty spot, leaving one person without a chair. The student not sitting in a chair is then "in".

Musical chairs

Have students arrange their chairs in a circle. Play praise music as the students move/dance around the chairs. When the music stops, they all need to sit on a chair. Each round one chair is removed. The students who don't find a seat sit out after each round.





True or False

Have students standing up around the room. Prepare a list of true or false questions that relate to the Bible content for this week. If the students think the answer is true, they place their hands on their head and if false, place their hands on their hips. The correct students remain standing for the next question while the other students sit down. Continue to play until one student is left standing.

Celebrity Heads

Choose some students to stand at the front of the room. Assign each student with a "celebrity" character (these could even be bible characters) without the students knowing who they are. You can do this by writing the character on the whiteboard behind their head. The students must then ask yes or no questions which are answered by the rest of the group until they figure out who they are.

Charades

Write out on cards words, actions or items that the students need to act out. These things can be related to the lesson. The students must then get the rest of the group to guess the item without speaking.

Who am I?

Have students anonymously answer 4 questions about themselves on a piece of paper. e.g. favourite food, do you have any pets, ever broken a bone, what year are you in. Their answers are then read out to the group by the leader and the rest of the group needs to guess who the person is.

Murder Wink

Have students sit in a circle on the floor. Nominate one student to stand outside the classroom while another student is nominated to be the wink murderer. The wink murderer must wink at other students in the circle. Once a student is winked at by the murderer they 'die'. The student outside must come back in and guess who the murderer is before every person in the circle is wink murdered.

Orange Relay

Students are to sit on the floor without shoes in two lines. They then have to pass an orange down the line using only their feet, the orange can not touch the ground. If the orange is dropped the team must start again. The first team to have their orange to the front wins. (If the teams are small have the orange go to the front and back.)



Balloon Buster

The students need to form two teams. This game is a relay where the student blows up balloon & knots it, runs to the end with the balloon between their legs (no hands) to a chair at the other end of the room. The student then sits on the chair to burst balloon, picks up new balloon & runs back to the next player. The team that completes the relay the fastest wins.

The Train Game

Sitting in a circle with widely spaced chairs, one student is the engine holding a metal can (or other object). This student chugs around the inside of the circle picking up a carriage (student) who picks up another etc. When the engine drops the metal can (or object) all rush for a seat. The person left standing is the next engine.

Caterpillar

Students form a close circle with chairs, one chair spare/empty. One student stands in the middle of the circle and attempts to sit in the spare seat as the other members sitting on the chairs slide sideways to stop them.

Hand Out

Students sit around a desk with hands on the table creating a big circle. The students hands must overlap with the people next to them so that one person doesn't have their hands next to each other. One player slaps the table and it passes round. Two slaps means change direction. A mistake means take that hand out.

Who is it?

Have students stand in a circle. Blind-fold a student in the middle of the circle. Have them spin and point to someone in the circle. The person pointed to must read out that weeks bible verse. The blind-folded student must guess who that person was (fake voices allowed).

Follow the Leader

Send one student away so they don't know who is selected. The remaining students sit in a circle and a leader is selected. The rest of the circle follow the actions of the leader, changing actions every now and then until the student who was sent away can guess who the leader is.



Trash Fashion

In teams of 2 or 3, make a fashion garment out of a garbage bag & sticky tape. Then one models while the other commentates. Leaders select a winner.

Paper Aeroplane Marathon

Have students design their own paper aeroplane and have a competition to see who's flies the furthest.

Scissors, Paper, Rock OFF

Have students pair up randomly and play scissors paper rock. The loser of the game now becomes the "cheer squad" for the winner. Now all of the winners pair up and play a game while the cheer squads are cheering. The winner then inherits the loser's cheer squad. Very quickly, the cheer squads will become very large and eventually there will only be two people left, with two very large cheer squads. This last game can be a best of three.

