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**Icebreakers, Warm-Up Exercises,
and Team Building for your Ministry
*by Kris Swiatocho***

*The ideas below were either created or developed by Kris Swiatocho and her team or given with permission by others. There are 20 years of ideas listed in the following 55 pages. Have fun!*

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***He will yet fill your mouth with laughter and your lips with shouts of joy. Job 8:21***

**Icebreakers, warm-up exercises, objects, etc., have long been used as instruments to help teach or communicate a message. When teaching a Bible study, sermon, at a retreat, conference, or event, keep in mind the list below when preparing your messages:**

• Use Poems/Stories/Testimonies

• Play Songs/Music/Sounds/Dancing

• Do crafts

•Show Movie or other types of video clips

• Decorate/Include props

• Offer food with a theme

**Things to Remember**

**• Your selection of the suitable activity depends on the following:**

 -the topic of the workshop/Bible study/conference, etc.

 -the composition of the group [male/female/young/old/single parent, etc.]

 -the setup of the room [location, lighting, windows, doors, sound, shape]

 -the length of the session

 -whether participants know each another

 -and your personality and style as the teacher and/or trainer

**• Be sensitive to the time of year, holiday, and occasion when picking your icebreakers/warm-up exercises/skits**

**• Not everyone enjoys icebreakers/warm-up exercises/skits**

 [be sensitive to this and announce that they do not have to participate]

 **Caution:** Never ask anyone what they do for a living (as an icebreaker). The reason why is: Not everyone has a job; 2) Not everyone likes their job; 3) Not everyone feels

their job reflects who they are. Allow the person to tell you about their job first. Also, be sensitive to first-time questions such as: Have you been married? How many children do you have? Instead, ask questions such as where are you from? Are you from this area? How long have you lived here? Seen any good movies lately? What is your favorite season, etc.?

**• When your audience is single adults, be sensitive to male/female pairing; make sure your groupings are at least three people.**

**• You will want to allow your participants to talk and interact.** Encourage the talkers to talk less while the quieter folks have time to speak up.

**Icebreakers/Warm-Up Exercises
1. INTRODUCE MYSELF:** Participants introduce themselves and tell why they are there. Variations: Participants tell where they first heard about the class, how they became interested in the subject, their occupations, hometown, favorite television program, or the best book they read last year.

Option: Everyone stands in a circle, and you start things off by saying your name (full name is more fun). The person to your right repeats your name and then tells you their full name. Person three starts with your name, person two's name, and their name. This continues until someone goofs up (who is now "out").

Option: Everyone stands in a circle, and you start by saying your first name, where you are from, what your favorite (fill in the blank) is, etc. The person to the right repeats what they heard and then shares their information. This continues around the circle till the last person has repeated the info for each person.

Option: A few questions you could have them write down or answer in a circle. 1. 1. The best thing I did this year is...; 2. The worse thing I did this year is…; 3. The biggest surprise/shock for me this year was…; 4. My big goal for next year is…; 5. A dream I have had for a long time now is…; 6. Today I’m happy because…; 7. Today I’m sad because; 8. I’ve set a new goal which is…; 9. I am stronger today because of…; 10—my closest friend is\_\_\_\_\_\_\_\_\_\_\_\_and why.

**2. INTRODUCE ANOTHER:** Divide the class into pairs. Each person talks about themself to the other, sometimes with specific instructions to share certain information. For example, "The one thing I am particularly proud of is..." After five minutes, the participants introduce the other person to the rest of the class.

**3. CHARACTER DESCRIPTIONS:** Have participants write down one or two adjectives describing themselves. Put these on a stick-on badge. Have class members find someone with similar or opposite adjectives and talk with the other person for five minutes.

**4. I'VE DONE SOMETHING YOU HAVEN'T DONE:** Have each participant introduce themselves and then state something they have done that they think no one else in the class has done. If someone else has also done it, they must say something else until they find something that no one else has done.

**5. FIND SOMEONE:** Each participant writes on a blank index card one to three statements, such as favorite color, interest, hobby, or vacations. Pass out cards, so everyone gets someone else's card. Have that person find the person with their card and introduce him or herself.

**6. WHO’S ON MY BACK:** Participants write a famous name on a piece of paper and pin it on someone else's back. The person tries to guess what name is pinned on them by asking others around the room yes or no questions. Variation: Use a famous place instead of a famous person or use famous single adults (alive/dead). Another option is an animal or car or plant. You can also pre-write the list ahead of time so that no one comes up with the names except you. Also, you could put sticky notes on your foreheads/shirts.

**7. MY NAME:** People introduce themselves and tell what they know about why they have their name (their mother wanted to name me after her great aunt Helen who once climbed Pike's Peak in high heels, etc.). It could be the first, middle, or nickname.

**8. WHAT KIND OF BEAN ARE YOU?** Go around the room and ask what kind of bean you are. Lima, Kidney, Black, Coffee, Jelly, and why? Note: This can also be done by type of animal, car, or time of year.

**9. WHAT’S THAT TUNE?** You can have a list of songs for them to hum that most people would know. This is especially fun at Christmas. Give everyone a song to hum, making sure at least three people have the same song. They have to hum their way to whoever has the same song. Once they find their other hummers, you can ask them their favorite song, Christmas carol, Christmas memory, etc.

Option: Pass out pieces of paper with the name of an animal or a drawing. Each person has to find the rest of their family based on the sound of their animal.

**10. FINISH THE SENTENCE**: Go around the room and have each person complete one of these sentences (or something similar):

1. The best job I ever had was...

2. The riskiest thing I ever did was...

3. I have never….

4. My hero is...

5. One day, I hope to…

This is a good technique for moving on to a new topic or subject. For example, when starting a ministry/team and you want everyone to introduce themselves, you can have them complete "I am in this ministry/team because..." You can also move on to a new subject by asking a leading question. For example, if you are instructing time management, "The one time I felt most stressed because I did not have enough time was ..."

**11. SCAVENGER HUNT/SCAVENGER BINGO:** Class icebreaker where you have a list of items such as “Find someone with blue shoes or Find someone who has been to Alaska or Find someone who speaks a foreign language.” You can provide a list of questions and have people sign their name beside a question, or you can lay out the game like Bingo, and the first person to get five across or down wins. Your game can have a theme or be random.

 Some examples of questions you can use:

 • Do you have red hair?

 • Are you wearing black shoes?

 • Do you speak a foreign language?

 • Are you in college right now?

 • Do you have a pet?

 • Do you have more than five siblings?

 • Is your birthday in July?

 • Do you work in a lab?

 • Do you have a tattoo?

 • Do you play an instrument?

 • Have you worked on a submarine?

 • Have you never had a speeding ticket?

 • Have you ever been engaged?

Option: Bingo, in general, can also be a ton of fun. You can have people write down nine numbers from 1-26 (or letters from A-Z) on a sheet of paper. You then randomly yell out numbers or letters, and the first person that gets all nine numbers or letters yells Praise the Lord vs. Bingo and comes upfront to verify their sheet. You can do various other options using locations, theme-based, such as a Mexican Party or Mission Trips, etc.

Option: Scavenger Hunt in your church (how many flag poles are in front of the church, how many bibles are in the pews, etc.) to your town/mall, etc. You can ask folks to answer questions about getting a napkin/business card from businesses to taking digital photos. This is also a great team project.

**12. CATCH BALL:** Great beach ball-type activity. You can either buy a beach ball and write in marker various questions specific to your singles event or go to www.group.com and purchase one of theirs. Stand in a large circle. Throw the ball to folks, and where their right thumb lands are the question they must answer. It’s a lot of fun and a quick way to get to know folks.

**13. CONNECTING:** Set up small groups of 8–12 players and have them sit in a circle for this icebreaker. One person is given the ball of yarn and finds its end. They will toss the ball of yarn to anyone within the circle while still holding the end of the ball of yarn. Now ask the person that caught it one or two questions. If this is a new group that doesn’t know everyone, they must introduce themselves first before answering the questions at the beginning of the game. Here are some ideas about what questions to ask; What is your favorite color, music group, the person who has influenced you the most, what you are afraid of, your favorite food, time of the year, or any other question that might pertain to this event? That person then holds part of the yarn and then tosses the yarn ball to anyone who hasn’t received the ball yet. You repeat this until everyone has had the ball of yarn, and you will notice that you have created a unique web that has connected all the players together in one way. You can pass the ball again to ask one-two more questions from each player.

**14. QUICK NAME GAME:** Go down a line of folks, each saying their name. Have someone throw a ball at that person, stating their name. Continue to do this, going faster and faster. There is no winner per se but lots of fun trying to remember each person’s name. Option: Have people take turns passing the ball (or another item) to the next player while saying their name. The first person that can say everyone’s name wins. Also, you can add to this game by remembering specific things about each person. You could use this as a warm-up exercise to teach a particular topic/theme.

**15. BIRTHDAY'S:** You can have them line themselves up using their birthdays (without talking). Options: Line themselves up based on height, alphabetically by last name, number of kids, city/state they are from, shoe size, and hair length.

**16. WHAT ARE YOU DOING:** Everyone stands in a large circle. Have each person devise an activity they act out while everyone (or one person) names what they are doing, for example, playing baseball, drinking water, dancing, shaving, and so on. Option: Have ideas on slips of paper they take from a hat. Each person has a turn until you are done.

**17. SHOE GAME:** Everyone should sit in a circle for this game and take off their shoes. They then tie them together in pairs and toss them into the circle's center. Whoever goes first picks a pair of shoes and introduces them based on their appearance, saying something like: “Whoever owns these shoes likes the color purple.” Then whoever owns the shoes takes the shoes back and introduces him or herself. This person then picks a pair of shoes and introduces them until all the shoes are gone and everyone has introduced themselves. Option: Only put one shoe in a pile. Then everyone picks a different shoe and tries to find its mate. This is a great way to connect with folks, allowing them to introduce themselves.

Option: Put name tags in a bowl, have people pick a different name, and then go and find that person. If they are the sticky kind, fold them over onto themselves.

**18. DECK OF CARDS:** Take a deck of regular playing cards and have everyone pick a random card. Whatever the number is on the card, that is how many random things the person must say about her. Face cards total out as ten things, as do aces. The person should say his name and then talk about anything he wants. You should go first to show them how it is done. You can talk about how many siblings you have, something you're well known for, a hidden talent, or the scariest moment of your life. Option: Use toilet paper. Please tear off how many squares you need. Each square represents how many things they have to share. You can also go with a theme, such as how many desserts, places you would like to visit, etc.

**19. GREAT OPENERS**: The following questions are simply suggestions. You can add more serious or in-depth questions, depending upon the level of icebreaker you want this to be. These can also be used in conjunction with warm-up and teamwork exercises.

* (After folks share their names, you can ask them...)
* Where are you from/or what Church do you go to?
* What two television channels do you watch most frequently?
* What is your greatest phobia?
* What three adjectives best describe you?
* What song do you keep hearing over and over again?
* What are you most proud of?
* If you were on a desert island, what item (besides your Bible) would you want with you?
* What is the first thing you notice when you meet someone?
* What is the longest period of time you have spent in a car?
* What is your favorite scripture or story in the Bible?
* Describe the perfect quiet time with the Lord.
* If you were given a canvas and watercolors, what would you paint?
* What is a typical day like for you?
* What is the worst grade you ever received? What class was it for?
* Fill in the blank: When I dance, I look like \_\_\_\_\_\_\_\_\_\_\_.
* What event or technological breakthrough do you think will revolutionize the future?
* How many minutes does it take you to get ready in the morning?
* What is the one thing you would like to own? Why?
* What is your lifelong dream?
* Where would you go if you could go anywhere without worrying about funds?
* What would you do if you had one month to live (not sick)?
* If you could be a famous actor, writer, athlete, artist, or musician, which would you choose and why?
* What hobby have you always wanted to pick up?
* If you could be a member of a TV sitcom family, which would it be?
* What one object in your home are you most embarrassed about owning?
* What do you think is a perfect age? Why?
* Of all the places you’ve lived/visited, tell me about the one you like the best.
* What’s your favorite holiday? What do you enjoy about it?
* Tell me about a movie/book you’ve seen or read more than once.
* Who is the most famous person you’ve met?
* What song reminds you of an incident in your life?
* What is your favorite dessert?
* Approximately how many jokes do you know by heart? And tell us your favorite.
* If you were to treat yourself to the "finer things," what would you treat yourself to?
* •If you had an extra $100, how would you spend it? $1000? $100,000? $1,000,000?
* Who would play you if your life was turned into a feature-length movie?
* Where is the worst place you've ever been stuck waiting?
* What are your "15 minutes" of fame?
* If you were invisible, where would you go?
* What is the most fulfilling work you have ever done?
* Share one of your strengths.
* Complete the following: “People might be surprised to find out that I…………..”
* What is one thing you like about your life?
* What are three of your favorite activities?
* After a busy day, how do you unwind?
* Are you uncomfortable going to dinner or the cinema alone? How about on holiday?
* For what in your life do you feel most grateful?
* When did you sense God’s presence this week?
* Share one thing you have learned about God this year.
* What kind of music do you listen to in the car?
* What is your favorite time of day and why?
* What would be your ideal holiday?
* What's the best thing that happened to you during this last year?
* Which person impacted you the most (not God or who led you to Christ)?
* What did you learn this week?
* What do you do with gifts you don't like?
* Where do you go, or what do you do when life gets stressful?
* What's the best gift you received as a child?
* Do you take a Sabbath rest every week?
* What is your worst haircut/hairdo story?
* What would you do if you could take a day off (work) this week?
* Which rooms in your house do you like best and why?
* What would that question be if someone were to ask you a question guaranteed to get you talking?
* What's your favorite store? What's your favorite aisle?
* How do you think people describe you?
* How much do you laugh during the week, and what kind of things make you laugh?
* Which person would you love to see accept Christ as Savior and Lord this week?
* How do you deal with a bad situation?
* Which part of your personality/habits is God changing right now?
* Optional questions:
* What is your favorite color?
* What is your middle name?
* What was the name of your pet when you were a kid?
* Where are most ticklish?
* What was the last operation you had?
* What is their mother's first name?
* What is their favorite food?
* What is their fav restaurant?
* If they have gone to a foreign country, which one?
* What is the color of their shoes?
* Where did they go for Christmas last year?
* What food do they dislike the most?
* What is their fav SONG?
* What is their fav scripture?
* What is the name of their church?
* Where were they born?
* Where did they go to college, if any?
* When did they accept Christ?
* Have they ever had braces?
* If they could go anywhere, where would it be?
* What was the name of their last boyfriend/girlfriend?
* More questions:
* What is the most fulfilling work you have ever done?
* Share one of your strengths.
* Complete the following: “People might be surprised to find out that I…………..”
* What is one thing you like about your life?
* What are three of your favorite activities?
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* What's your favorite store? What's your favorite aisle?
* How do you think people describe you?
* How much do you laugh during the week, and what kind of things make you laugh?
* Which person would you love to see accept Christ as Savior and Lord this week?
* How do you deal with a bad situation?
* Which part of your personality/habits is God changing right now?

**20. FOLLOWING INSTRUCTIONS:** This exercise demonstrates the importance of not jumping to conclusions when following instructions. Give everybody a sheet with the following instructions: Can You Follow Directions?

Three-minute test:

* Read everything before you do anything.
* Put your name in the upper right-hand corner of this page.
* Circle the word 'name' in sentence two.
* Draw five small squares in the top right-hand corner.
* Put an X in each square you have just drawn.
* Put a circle around each square.
* Sign your name under the title of this page.
* After the title, write 'yes, yes, yes.'
* Underline sentences number seven and eight.
* Put an X in the lower left-hand corner of this page.
* Draw a triangle around the X you have just made.
* On the back of this page, multiply seventy by thirty.
* Draw a circle around the word 'top' on sentence four.
* Loudly call out your first name when you reach this point in the test.
* If you think you have carefully followed these directions, call out, 'I have carefully followed the directions.'
* On the reverse side of this paper, add 107 and 278.
* Count out in your normal speaking voice from one to ten.
* If you are the first person to get this far, shout, 'I am the first person to get this far following these instructions.'
* Punch three small holes in your paper with your pencil here . . .
* Now that you have finished reading, carefully do only sentences one and two.

Debrief by asking what happened and why it happened.

**21. WHERE WERE YOU ON...?** Pick a date/event, such as New Year’s Eve or 911 or when the tornado hit, etc. and ask folks to share their names and what they were doing that particular day. Great as a lead into a specific theme or topic.

**22. BLOCKS:** Give out a wooden block to each person (the kind that kids use to stack; they have a different letter or number object on each side). Have them come up with one thing about themselves based on each side of the block. Give them 3 minutes, and then have them find someone to share their information with. This is a great exercise for groups that think they know each other. Option: You can also tie each side into what they are thankful for, based on each side of the block (great at thanksgiving), what memory it brings back at Christmas, what summer activity or vacation, etc.

**23. FIND SOMEONE WITH**...: Find at least three people with the same shirt color, hair color, shoe color, etc. and then ask these questions. Their questions include their name, where they are from or grew up, and their favorite (fill in the blank). You can start simple and lead up to a more complicated third question, such as their purpose or personal struggles.

**24. LAST NAME:** Take the first letter of your first and last name to describe yourself.

**25. ONE QUESTION:** This icebreaker gets others talking to each other and gets them working with one another. It’s quite simple: the leader decides the situation the question will pertain to. Examples include starting a ministry, leading a company, or marrying. After pairing participants into teams, the leader will pose this question: If you could ask just one question to discover a person’s suitability (insert topic here), what would your question be? Say the leader chose to go with a marriage situation. That means each person in a two-person team would develop one question to help them discover whether or not their partner was suitable to marry them. If the topic were starting a ministry, each team member would have to develop just one question whose answer would help them determine whether they were suitable to start a ministry. This icebreaking activity can also get mixed up by issuing one situation for the entire group or allocating a different situation to each team member or pair to work on. Depending on the situation chosen, the activity can be enjoyable, but it can also demonstrate that crucial questions should be developed properly.

**26. DATA PROCESS/ORGANIZING PEOPLE:** Divide singles into groups of 10 to 20, depending on the difficulty level you want. The more in a group, the higher the difficulty level will be. Give directions for the "data" groups to "process" themselves. The more creative the "data," the more fun the "processing." Several rounds can be played in a short amount of time, depending on the size of the groups.

• Alphabetical by name or birth date

• Length of Hair

• Shoe size

• Number of letters in their name

• Length of thumb or pinky

• Alphabetical my favorite food, TV show, or movie

Option: You can have them do this without talking to make it more difficult.

**27. NAME TAG MATCHMAKER:** Each group member will need a 5" x 7" or larger index card. Then give the following directions:

1. Put your name in the center of your card.

2. Write four things you like to do in the upper left corner.

3. Write your four favorite singers or groups in the upper right corner.

4. In the lower-left corner, write your four favorite movies.

5. In the lower right corner, write four adjectives that describe you.

Have them mingle with the group for a few minutes when everyone finishes. Without talking, they are to read the upper left corner of the other group members' cards. When time is up, they find one or two most like them and visit for a few minutes. When time is up, they mingle again, reading the upper right corner of the other group members' cards. They then find the one or two people most like them and visit. Repeat with the lower-left corner and lower-right corner information.

To ensure everyone visits with several people, you could implement a rule that no two people can be in the same group more than once.

**28. MM’S:** Using MM’s is an excellent way for this small group exercise: Have a cup/bowl of Mms on the table, have each participant pick out an MM, and answer various questions that correspond with that MM. For example:

 Red: What is something that bothers you in life? Or share something you did last summer.

 Orange: What motivates you? Or List your top three favorite foods.

 Yellow: What was the best idea you have ever had? Or What is your all-time favorite movie?

 Green: If you had unlimited resources, what would you do? Talk about your very favorite toy or game.

 Blue: What is your favorite place to have a vacation? Or Name three things that scare you.

 Brown: What is the most daring thing they ever did? Describe your idea of what makes a real friend.

Options: Change the questions to be sillier or more serious.

**29. INITIALS:** They have to discover something about themselves using the first letter of their first and last names. Once they do this, they must introduce themselves with the whole name, then the two things about themselves. Options are using different letters of their name; instead of things about themselves, it could be things they like about Christmas or a vacation, something they are thankful for.

**30. HIGH-SPEED CHANGING:** Line up people evenly around the room in a circle (outside the circle and inside a circle). The outside circle stays the same and doesn't move; the inside circle moves to the right or left as needed. Give them 10 seconds to say their name and something about themselves, something different each time (so it’s like, "Hi, I'm Kris, and I like oranges"). You would have to have some buzzer type, so they know it’s been 10 seconds to move the inside person. It’s like speed dating but quicker or slower as you prefer, and it’s not male-to-female.

**31. STICKY NOTE:** Have everyone take a sticky note of different colors and write on one something old about themselves (perhaps a past sin or attitude, something in their old nature) and another color sticky note something new. They changed (lost, now found, addicted to drugs, now free, lack of forgiveness towards parents, now best friends, etc.) and then stick them on themselves; set a timer and have them share.

**32. I WOULD NEVER:** Have folks introduce themselves and then finish the sentence; I would never\_\_\_\_\_\_\_\_\_, and I would love to\_\_\_\_\_\_\_\_\_. Then, discuss some of the answers you heard as a big group.

**33. MUSICAL CHAIRS**: Now, you may think people would not want to do this, but it not only works but is a lot of fun. You need one less chair than however many participants. You can line up chairs in one long line, back-to-back or back-to-front. Then simply play some fun music while people are walking about the chairs. When the music stops (at your discretion), everyone has to find a chair, leaving one odd person out. That person then leaves and takes one chair with them, and it continues till you are down to one person who wins. Options: As people move around the chairs, they hold their hands up, in the back of them, on the shoulder of the person in front of them, their eye’s shut, heads up towards the ceiling, etc.

Option: If you have older or disabled folks, you can pass a beach ball or other object around a table. When the music stops, that is when they answer a question, have to leave the table, open a gift, etc.; tons of ways this can go.

**34. MASSAGE TRAIN:** This is usually done once a group has gotten to know each other, as it can be a bit personal for some folks. Have folks line up in a big circle or long line, close enough to rub the shoulders of the person in front of them. Start rubbing the person's shoulders in front of them for maybe 15 seconds, then do a quick chop-chop, THEN reverse. Note: Some people hate massages or have disabilities. Let them opt out ahead of time.

**35. GROUP BALL:** You can purchase a ball with questions from [www.group.com](http://www.group.com) or make your own. Take a beach ball and write various questions specific to your theme in sharpie. You can write silly questions too seriously. You line everyone up in a big circle and toss the ball. Where it lands under your right thumb is the question you answer. Note: Depending on the size group, it can take a while, so that you might need more than one ball. Make sure everyone gets a chance to share.

**36. VERSE FINDER:** Write/print part of a verse on one notecard and the rest on another (or more than one). Give a card out to each person. They have to then find the other part of their verse. Once they find each other(s), you have some questions. Note: This might be difficult for first-time folks who are not Christians or are young in their faith. Other options: The back could be simple questions like favorite dessert or vacation spot to something more profound related to the subject/theme of the event.

37. FACETIME, WHAT’S YOUR DREAM: Have each person draw/sketch their ideal vacation and then show/share with a small or more significant group.

**38. CIRCLE IN A CIRCLE:** Create one large circle of people and one small circle inside the larger circle. Have them face each other. Ensure there are an even number of people in each circle so that each person has a partner. Then, when you say it, have the inner circle move to the left or right, however many steps you say. At each instruction, have a new set of questions to ask each other. So basically, you are getting to speak to different people each time.

Option: You can do a massage train to the song Locomotive when you are done.

**39. WOMEN AND MEN:** Put the women in groups and have the men (also in a group) move from the women’s group to the women’s group. Each move requires a new set of questions.

**40. WHO ARE YOU AGAIN?** Form groups of any size (the larger, the harder to remember), and the first person, say their name, where they are from, and their hobby (or whatever else, favorite food, favorite movie, etc.). Then the 2nd person repeats what the first person said but then says their info. Then the 3rd person does the same but repeats the first and second person’s info.

**41. ARM TO ARM CONNECTING:** Print out various things people like to do. For example, “watch movies,” “garden,” “Facebook,” etc. Print it large enough to read from a distance but small enough to cut and attach to your writing like a bracelet. Depending on how many people, you can do more options. Then, as people walk into your room, have them pick out two things they like to do. Tape each one to their wrist. You should have one on your left and one on your write list. Then have folks find others with the same thing on one of their wrists. You can have them introduce themselves and then share why they like that one thing. Then repeat for the other wrist. Then, have them gather in a larger area. Tell them to grab the wrist of one person with the exact words. Then, grab the wrist of another person. It should begin to look like twister but way more fun. The point of this is how we are all connected to each other.

**42. SARAN WRAP BALL:** A massive ball of Saran Wrap with a ton of goodies layered throughout the ball and one awesome prize in the center! Here is how it works!

* The first person with the ball starts unwrapping it while the person on their right rolls a pair of dice, trying to roll doubles.
* Once doubles are rolled, the ball is passed to the next player, and the sequence begins again.
* The person with the ball does not stop unwrapping until the person to their right roll doubles. This creates wonderful suspense and urgency in the game!
* You get to keep the treasures you unwrap along the way!
* You can roll the dice to see who starts with the ball first! (i.e., The first person to roll a six)

**Make sure to put the best gift in the middle, and remember,…you can be creative and make this ball of Saran Wrap as big as you want!!! Feel free to modify the rules a bit too!**

Maybe use just one of the dice and pick a number that has to be hit for the ball to pass to the right!

* Try wearing winter gloves or mittens while unwrapping to make it much more difficult!
* Use Press and Seal wrap to make it a tad more challenging!
* Use one solid strip of Saran Wrap or individual pieces when making the ball. Using individual pieces, try going every which way with the pieces to make them challenging to unravel!
* If you have a large group, try using two large balls and start them on opposite ends of one another!
* Place a blindfold on the unwrapping person; that will make it much more exciting!

**43: LEFT-RIGHT GAME CHRISTMAS GAME NATIVITY STORY**

In those days, Caesar Augustus decided to count everyone LEFT living in the Roman world. Joseph LEFT, taking Mary with him RIGHT to his town of Bethlehem to register.

When they arrived, there were no rooms LEFT. All of the inns in Bethlehem were RIGHT full. There was just nowhere LEFT for them to stay. Finally, someone offered to let them stay RIGHT in their stable.

Mary was pregnant, and while in Bethlehem, the RIGHT time came for her to give birth. She gave birth to a boy RIGHT there. RIGHT there, the world's Savior was born in a Bethlehem stable. Mary wrapped him with LEFT over strips of cloth and laid him RIGHT in a manger.

Some shepherds who lived RIGHT near Bethlehem were out at night RIGHT in their fields watching over their sheep. RIGHT then, they saw a bright light. The light was so bright that they had to close their eyes. When they opened them again, a beautiful angel was standing RIGHT in the sky RIGHT above them with his arms LEFT opened wide. The shepherds looked RIGHT at each other and were LEFT, feeling very afraid.

Then the angel spoke RIGHT to them. “Do not be afraid. I’m RIGHT here to bring you the good news LEFT for all people. Today RIGHT in Bethlehem, a baby has been born; he is the RIGHT one, the one that will save the world. You will know the RIGHT baby because He will be LEFT wrapped in cloths and lying RIGHT in a manger.”

RIGHT then, a large group of angels appeared RIGHT there, and they said, “Glory to God, and peace be to all people LEFT on the earth.”

The shepherds were LEFT amazed and excited. They had to go RIGHT away to see this baby the angels were talking about.

They LEFT as fast as they could and soon found Mary, Joseph, and baby Jesus RIGHT, where the angels said they would be. The shepherds fell RIGHT to their knees when they saw Jesus and were LEFT filled with joy that they had found the Savior. They stayed for a short time and then LEFT. As soon as they LEFT, they began shouting RIGHT in the streets and telling everyone LEFT in town about what they had seen.

RIGHT after Jesus was born, wise men traveling RIGHT on their camels noticed a very strange star RIGHT in the sky. They knew that the RIGHT One who would save the world had been born.

RIGHT away, King Herod got very worried. He assembled all of the important people LEFT in the area and asked them where this baby had been born. The people replied, “RIGHT in Bethlehem.”

RIGHT then, King Herod called the wise men to meet with him RIGHT away. He asked them to go and find the child RIGHT away. “RIGHT, as soon as you find Him,” he said, “tell me so that I can go to Him RIGHT away and worship Him.”

After the wise men spoke to the King, they LEFT to find the baby. They didn’t know RIGHT where He was but followed the star LEFT in the east until it hung RIGHT over the place where Jesus was. When they found Jesus, they bowed RIGHT down and worshiped him.

RIGHT after that, they opened the gifts they had brought Jesus… gold, frankincense, and myrrh. Then they LEFT to find a place to sleep for the night.

That night the wise men all had the same dream RIGHT as they were sleeping. They were not to go RIGHT back and tell King Herod where they had found Jesus. King Herod wanted to kill Jesus because he was jealous of Him. So, the wise men LEFT for home another way so that Herod would not know the RIGHT direction they had come from. They also decided RIGHT then that they would not tell King Herod anything about what they had seen.

When the wise men LEFT, an angel appeared to Joseph in a dream and said, “Arise, take Jesus and Mary, and run RIGHT to Egypt. Joseph got up RIGHT away and woke up Mary. She quickly picked Jesus RIGHT up, and they LEFT in the middle of the night for Egypt, where they would be safe.

RIGHT after King Herod died, an angel appeared again RIGHT away to Joseph and told him to go RIGHT to Nazareth. And that’s RIGHT where Jesus grew up.

**44: INSIDE OUT CIRCLE:** This is a great icebreaker with various options. Have everyone from 2 circles—one on the outside facing the ones on the inside. Having one circle stand still while the other circle moves (walks). Play music, and when you stop the music, whoever is in front of us who you ask a question. The questions are silly, like your favorite candy, to something serious, like how much time you spend with God.

**45. I HAVE A QUESTION:** Have a contest to see how many people you can get answers to various questions you have come up with on a sheet. So, you would give each person a sheet with several questions for a party or gathering. Their goal is to go around and ask as many questions and answers as possible. At the end of the evening, the questions were answered to win.

**46. RAISE YOUR HAND WHEN YOUR DONE or HOT SHOT MEMORY:** You have two circles, and the inside circle always moves one step to the right clockwise.  Each time the inner circle moves, each person tells the other person in front of them their name, where they grew up, and something they have enjoyed so far at the event, retreat, conference, cruise, etc. They rotate between 12 to 15 times to remember what each person tells them. When someone thinks they can name all 12-15 people’s names, where they grew up and the one thing they have enjoyed so far by memory, we stop and allow them to say it. If they mess up, we continue with the game. We continue until someone can remember the most info.

**47. CHRISTMAS GIFT:** This is a twist on scavenger bingo designed for Christmas. Provide several Christmas gifts in bags or gift-wrapped. Attached to the gifts is a sheet with various questions: Find someone with red shoes, find someone from your home state, find someone who went to college, etc. You can come up with however many questions you want. You need to only provide a few gifts depending on how many are playing the game. As people hold the gifts, they need to find someone with the answer to that questions. Then put their name next to the question and give the gift to them. Repeat the process until the last gift is given away. Then, that person opens the gift.

**48. TELL ME A STORY:** Get in a group of any size, then take turns coming up with a word, such as a place, thing, occupation, etc., and ask the group who can come up with a story that goes with it. Avoid simple words like tree, house, and cat and complicated words that no one would know. But instead, use places such as Paris, Houston, Fingernail clippers, policeman, turkey bacon, etc.

**49. HOW MANY WORDS:** Form groups of 5-10 people. Print out the multiple letters of the alphabet giving out 2 to 3 pieces per person, depending on your group size. Have each person come up with something about themselves, whether it's a good thing, something they want to improve, a place they have lived, something they want to do one day, etc.; They are based on each letter. Then have them share with others in their group. Then, have them come up with as many words as possible using the letters of the whole group. They can be individual words or crossword-style words. The best words win a prize.

**50. WOULD YOU RATHER:** On a screen, using PowerPoint or creating jpg slides, come up with a list of things you can ask people. Depending on their answer, people will go to the right or left. For example, would you instead take a shower or a bath, swim in the ocean or lay on the sand, eat ice cream, drink a milkshake, etc.? You can create themes depending on the time of year or type of event, focus, etc. For example, Valentine's: Would you instead get chocolates or flowers; Easter: Would you rather go to Sunrise service or regular service; At a barbecue: Would you rather eat Chicken or Steak, etc.?

**51. SPEED FRIENDS:** Introduce yourselves. Then alternate asking each other one of the questions below until time is up. You can put a clock on the screen that buzzes to signal when people stop and start again. You can alternate between people or rows or circles. The point is to move to another person and gather as much information as possible. Suggested questions:

If you had to give up everything you owned except three objects, what would they be?

Tell me the high point of this week.

If you could have dinner with any person alive in the world today, who would it be?

If you could have dinner with any person that has died, who would it be?

If you could ask God one question right now, what would it be?

Name one person who is not a family member that has had the greatest influence in your life.

If you had to give up on one of your senses (hearing, seeing, feeling, smelling, tasting), which would it be and why?

What is the strangest thing you’ve ever eaten?

Would you change anything if you had to live this week over again? If so, what would it be?

**52. SECRET IDENTITY:** Have everyone secretly write down a person's name on a small piece of paper or a "post-it" note. It has to be a person that everyone in the room would know about - a famous historical figure, an actor or sports celebrity, a politician, etc. Then have them tape the name on the back of the person on their left.

Everyone goes around and asks people yes or no questions about who is on their back. They can only ask each person one question. The person who can do it in the least number of questions wins.

**53. GETTING TO KNOW YOU GAME**: You can either set a timer and have people go around the room, asking different people each question, or you can put people in groups, and they go around the circle answering each question or the question they want to ask.

* What is your favorite pet?
* What was your favorite Disney movie?
* What do you dislike the sound of?
* If you could live anywhere or at any time in history, when would it be?
* What is your favorite dish of food to make?
* What is the most dangerous thing you have ever done?
* Have you ever won a trophy, award, etc.?
* If you could be a professional athlete, what sport would you play?
* What is your favorite restaurant?
* What is your favorite season?
* What is the prettiest place you have ever been to?
* What is your favorite holiday?
* What is the craziest gift you have ever gotten or given?
* What time of the day do you wake up or go to sleep?
* What talent do you have?
* What was the first job that you had taxes taken out of?
* If you have a sibling, what is your favorite thing about them?
* What is a memory of a past Christmas?
* Do you have any scars?
* What was the last book you read?
* What is your favorite scripture or story in the Bible?
* Who taught you to drive?
* What has been your toughest accomplishment?
* If you could own your own business, what would it be or do?
* What would be the first thing you would do in office if you were president?
* Do you have a pet?
* Do you remember the name of your first date?
* Who taught you to swim?
* How do you serve at church?
* Do you have children? Grandchildren?
* What is your favorite color?
* What is your favorite dessert?
* What do you like to do on your day off?
* What is your favorite movie?
* What is your favorite TV show?
* When you were a kid, what was your favorite thing to do?
* What countries have you visited?
* Have you ever gone on a mission trip?
* Where do you go to church?
* If you had 100 dollars, what would you spend it on?
* What do you see as the biggest problem in the world today?
* What do you do for work?
* Who is your best friend?
* How long have you lived here?
* Have you ever been to a live sporting event?
* Have you ever been to a live play or Broadway show?
* What is your favorite board game to play?
* What is your favorite thing to wear?
* What is a memory of a grandparent?
* Who led you to the Lord?

**54. CHRISTMAS POEM**
submited by [The Life of a Single Mom Ministries](https://thelifeofasinglemom.com/single-mom-christmas-poem-for-the-holidays/?mc_cid=4864be15c0&mc_eid=ed252555b2)‘Twas the night before Christmas, when all through the place,Only mom was stirring, as she washed her tired face.The stockings were hung by the chimney with care,In hopes that something good might soon be there.The children were nestled all snug in their beds;While visions of Phones & IPads danced in their heads;And momma rushed and rushed about – to and fro,Scrubbing the floors, and then….the commode.Mom quickly moved to the very next task.It was the laundry, dishes, and then…the trash.She paused for a moment for one bite of supper.Then, back at it again, with no one to help her.After her house was spic and span,She rushed to the kitchen – recipe in hand.She pulled out the flour, the sugar, and milk,In no time, she’d have this cake built.As she whipped & mixed, then placed in the oven,Chores mounted & mounted…six….maybe seven?She sang and smiled, as she completed her list,Knowing this special day couldn’t be missed!Sweat rolled down her face, as she tended each detail;Smiling with glee at what tomorrow entailed.She rushed to the closet and pulled out a bag,With only one small gift per child to be had.She pulled out the tape, the bows, and the paper.And slowly wrapped each – with love and favor.She paused for a moment, as tears hit the floor.If only, she prayed, she could do more!After hours and hours of each lowly task,The mom hit the pillow and finally collapsed.She awoke early morning, coffee in hand,As happy kiddos walked…and then ran!Excited they were, as they opened gifts with zeal,And hugged mom’s neck and let out a squeal!As each hustled around and played with their toy,Mom grabbed the Bible for this Christmas story.As she read aloud, each kid was amazed…They leaned in, and listened, with their eyes all a-glaze.This love that she shared of the Jesus she knew,They all quickly realized, it was enough for this crew.As she finished the reading and closed the book,Tears filled her eyes, as she gave each a look.She proclaimed her love for every child – each one,And tears flowed down, by the time she was done.Tears flowed from exhaustion and overwhelm and joy,The love that she felt for her girls and her boy!It could only be explained by the love of a Father,Who loved us enough, to send us a Savior.And this mom took a deep breath and dried her tears.As she realized, her Savior had sustained her for years.She grabbed her kiddos, and rushed to the kitchen.After a warm meal, the kids silently listened.Mom grabbed the cake and lit it a-glow.Happy Birthday to Jesus, the words start to flow.This is everything I need, she knew with all her might,Happy Christmas to all, and to all a good night!

**Team Building Exercises**

 **1. BALLOON TOSS:** Break folks into teams using different colored balloons. Set up an obstacle course that they must throw their balloon through, around, under, and so on. You can set your teams up in pairs or groups of pairs, each having to go through the course until all the balloons are through.

**2. WHERE’S MY FAMILY?** As people arrive, give them one-half of a pair or one-third of a trio of words. For example, give one person Peanut Butter and another person Jelly. Give one person "Butter" and another person "Bean." Give one person "Three," another person "Blind," a third person "Mice. "They have to find their matches.

Options: You can use scripture, jokes, movie titles, book titles, etc., as long as the goal is for them to form teams and build unity.

**3. EGG EXERCISE:** Object: Create a structure for the ego's break when dropped from various distances. Tools: 3’ masking tape, ten bendable straws, 1oneraw egg; Rules: Divide the group into one’s; one person can’t talk, one person can’t use their hands, one person uses only one hand, and one person has no limits; Time limit: 10 minutes to make the structure to hold the raw egg.

**4. MAROONED:** Break into small groups. Assignment: You are marooned on an island. What five [you can use a different number, such as seven, depending upon the size of each team] items would you have brought with you if you knew there was a chance that you might be stranded? Note that they are only allowed five items per team, not per person. You can have them write their items on a flip chart and discuss and defend their choices with the whole group. This activity helps them learn about others' values and problem-solving styles and promotes teamwork.

**5. THE MAGIC WAND:** You have just found a magic wand that allows you to change three aspects of your single adult ministry/team. You can change anything you want. How would you change your job, pastor, other leaders, or program? Have them discuss why it is important to make the change. Another variation is to have them discuss what they would change if they became the pastor/leader for a month. This activity helps them to learn about others' desires and frustrations.

**6. FRAME GAME:** Give each participant four blank cards and instruct them to fill in four different responses on the subject: "What were the main topics or learning points of the material we just covered?" Give them about five minutes to complete the exercise, then collect the cards, shuffle them, and randomly deal three cards to each participant. Ask everyone to read the cards they just received and arrange them in order of personal preference. Place the extra cards on the table and allow them to replace the cards they do not like in their hand. Next, ask them to exchange cards with each other. They must exchange at least one card. After about three minutes, form them into teams and ask each team to select the three cards they like the best. Give them time to choose and create a graphic poster to reflect the final three cards. Select or vote on the best poster that best represents the topic.

**7. TOY STORY:** Using Legos, Tinker Toys, clay, log cabins, etc., have each person or small group build a model of the main concept that they have just presented. After a given time period, have each person or team present their model to the group. They should describe how their model relates to their work or the subject taught. Encourage creativity! Note: You can also do this exercise using a raw potato in a bag with various craft tools such as pipe cleaners, popsicle sticks, felt, etc. have each team create something with each potato and the various craft items they have been given. Also, you can have your team do self-portraits of each other using craft supplies.

**8. MAKING CHANGES:** Challenges and Objectives: Divide your group into small teams. Instruct teams to identify their challenges in the topic and their objectives for the training. Post work on flip charts. Have them introduce their team and share their work with the rest of the class.

**9. DIFFICULT PEOPLE**: Collective Knowledge: Have participants work in teams to identify five rules for dealing with difficult people (or the topic under discussion).

**10. THE MAZE:** Set up a maze around the room, several rooms or outside, along a path with various stops. Each stop could have each participant do something different depending on the point of the maze. If it’s for fun, you could have them do silly things like turn in a circle, whistle, sing happy birthday, etc. If it’s something about teamwork, you could pair them up with others to do particular team tasks from something as simple as putting together a puzzle to solve an issue in your ministry. This maze could have clues on which direction to go next. These clues could be silly to something serious in the Bible, such as a story that must be read and remembered in what direction to go next.

**11. OBSTACLE COURSE:** Separate folks into teams. Have each team come up with a name or cheer. Set up an obstacle course with road cones, bean bag tosses, put a puzzle together, pop a balloon, fill a water jug, and just about anything else you can think of, from running around chairs to sitting down and standing up to putting on a coat and flip flops. The theme usually decides the types of obstacles.

**12. TIC-TAC-TORTILLA?** Play tic-tac-toe with flour tortillas. Mark and “x” on some and divide into teams. With tape, chalk, sand, etc., create the tic-tac-toe grid. Start tossing tortillas to get into the box. If it lands on the line, they lose a turn. If it goes outside the box, they lose a turn. The first team to get tic-tac-toe wins is a great game to put several teams competing to end up with two teams for the final competition.

**13. BLIND MAN WALKING:** This great team project involves road cones with plastic eggs (with pennies inside) and blindfolds. Depending on the message you are trying to get out (communication, trust, team building, listening, etc.), pair folks up and verbally direct their teammate who is blind and walking through the obstacle course of road cones (with eggs on top). Their teammate must listen so they know which way to turn. If they don’t listen too well, get ahead, too slow, etc., they could knock an egg off, a road cone over, or get lost. Once they are through the course, you can switch teammates and start over. Options: Put many on one team, large or small course, inside or out, everyone going simultaneously, etc.

**14. ANY MINUTE TO WIN IT GAMES:** See here for a huge list. http://www.nbc.com/minute-to-win-it/video/categories/game-blueprints/1202833/

**15. ELECTRIC FENCE:** Ideal team-building obstacle task. Use two poles and a piece of string or rope tied between the poles about 4 feet high from the ground. The object is for the entire team to get over the "electric fence" (the string or rope) without getting "electrocuted" (touching the rope). No going under either! Only one team member can go over at a time, but teammates can help it. Other team members can help any way they want, but once a person is over the fence, they must stay over it and may not come back to help anyone. So, the last person must somehow get over the fence each time without help from the other side. This game requires lots of teamwork and cooperation. Try it with the rope at different heights, perhaps with several fences in a small obstacle course.

**16. BALLOON WAR:** Equipment: You need two colored balloons. Around 25 to 50 of each two teams play. Form two teams of elves. Each team must defend its treasure (a pile of balloons) while attempting to steal or destroy the other team's treasure. Use two different color balloons, one for one team. Designate a time period (5 to 10 minutes) to play the game. When the time ends, each team's un-popped balloons count for 100 points each. Stolen, un-popped balloons count 200 points each—options: Various colors for more than two teams. Also, you can collect puzzle pieces inside the opposite team’s balloons to form a puzzle each team has to complete.

**17. STORYTELLING:** Divide into teams and come up with a story using a noun, verb, adverb, and adjective (can be more than one of each) that they selected out of a bag. This is sort of like MadLibs. Options: Use random objects they grab off a table or pre-sort them into garbage bags. You can request that they use a Biblical theme or another theme to tie into your message that day/night/weekend.

**18. ART:** Have one person create a piece of art using random art supplies (pop sickle sticks, clay, fabric, glitter, paper, etc.) of one other team member they have gotten to know over a period of time. We are not grading on the art ability but on the listening and production skills. After each art piece is created, have each person share what and why they created it, giving the piece to the person as a gift. Option: Decorate bookmarks, door hangers, key chains, etc. This is a great team-building exercise, specifically when building one-on-one relationships.

**19. HUMAN KNOT:** In a circle, people put their arms in and hold someone else's hand, then try to unravel the knot without letting go of their hands. It involves getting physically close to others, stretching, laughing, and problem-solving. Note: You would do this with folks comfortable with getting very close.

**20. PICTURE STORY:** A group tries to create a unified story from a set of sequential pictures. The pictures are randomly ordered and handed out. Each person has a picture but cannot show it to others. It requires patience, communication, and understanding from another's point of view to recreating the story's sequence.

**21. DRESS THE MUMMY:** Set up teams with 2-4 players. One person on each team will be the mummy, and each team will be given two rolls of toilet paper. They will have 5 minutes to complete the game. The team players circle the mummy and pass the toilet paper while wrapping the mummy in it. The group leader will decide which team has created the best mummy design. Option: Dress the newlyweds, dress in a biblical scene, dress in a favorite TV show such as Gilligan Island, Andy Griffith, etc.

**22. FROZEN T’s:** For each team, you'll need one T-shirt and one plastic storage bag. Place one nicely folded T-shirt in each bag, pour about 2 cups of water, and freeze them overnight. If this wasn't done where the event is taking place, bring the T-shirt in a cooler filled with ice to keep them frozen. Instruct the teams that they'll be playing an Ice Breaker game. Then hand out the bagged T-shirts to each team. On "Go," the teams will have to get their T-shirts thawed out so that one team member can put the T-shirt on. Teams will get creative in their attempts to win. They could run the shirts underwater, put them in the microwave, and even pound the ice out of them. The winner is the first team to come back with one person in the T-shirt.

**23. GUM ART:** Give each participant a piece of bubble gum to chew, a toothpick, and an index card. Allow them 10 minutes to chew the gum, place gum on the index card, and then design something on an index card using only the toothpick as a tool (No Hands). The person with the best and most creative design is the winner. If you have quite a few players, you can have several categories of winners, like “most ingenious, “most creative,” and, of course, the “What is that?” award. Please send ideas for award names and pictures of your groups playing these games—option: Using Clay or Flower/Water in a bag.

**24. GLOVE GUM:** Set up teams of five. Each team will receive one pair of new garden gloves and one pack of gum (5 pieces per pack). On the go, the first person in each team is to put on the garden gloves, open the package of gum, pull out a piece, unwrap it, chew it, and then pass the gloves to the next person—the first team to complete the task wins. You can choose two packs of gum per team, so they would have to go around twice.

**25. RUMOR:** The first person from each team goes out and makes a message together. All teams will use this message. Once signaled to start, the first person on each team whispers the Rumor to the next team member. They will whisper the Rumor to the next - and so on. The last person to receive the Rumor will run to the blackboard and write the message. The team that is the closest to the correct Rumor wins.

**26. SCAVENGER HUNT:** Make a list of things for teams to look for through their wallets, purses, and possibly what’s on their bodies. Divide into teams by tables, pairs, individuals, or what seems best. Here is a list of what they can look for and modify to your liking. Do not list where they might find these items.

1975 Penny, $2 bill, $100 bill, red ribbon (found in a bible), hologram (usually found on a credit card, don’t tell them this!!!), a bird (usually found on a credit card), pick a few states from the new quarters (Delaware, Michigan, Florida), pearl (earring or ring), black sock, roman numeral (found on a watch), Susan B Anthony dollar, picture of a tree, tic tac, paper clip, measuring tape, ruler, peppermint candy, toothpick, the word Moses (if they have a bible), M&M, Tums, children’s Tylenol, thermometer, white button, pink nail polish, screwdriver, nose ring, tweezers, mirror, ankle bracelet, red hair, raisin, triangle, charge slip over $200 and so on.

Make a list and copy it off the list for each team. Have them check off which items they have; the team with the most checked-off wins!!!! In the end, tell them where they could have found some of the items. Options: If you are in a retreat setting, you can take it to the next level and list even harder items. Limit them to things they brought with them or at the retreat center. Another idea: Send them out to get business cards, napkins, or some kind of item saying they were at a particular store. List clues for them to figure out what store or place of business to go to. This works great in a mall or shopping center.

**27. TRADE UP:** Send groups out in teams with a start item, such as a church mug or other church freebie items. The goal is to trade up to come back with something way cooler and more expensive. Make sure to separate your team’s territories. Also, the goal is to go to businesses to share what you are doing to witness. When you come back after a limited time, 1-3 hours, depending on your city, share what you brought back and any stories along the way.

**28. $100 GIVE-A-WAY:** Divide into teams and give each team $100 or less, depending on your budget. Tell them they have to give the money away in some form or fashion. Give them a time limit. Allow them to sit together to brainstorm what they want to do. Send them out. Once they return, allow them to share—excellent team building and mission-focused.

**29. CONTINUUM:** Put the words yes, no, and sometimes (or maybe) on the three different walls. Then come up with a list of questions (simple, too complicated) to ask your group. Based on the person’s answer, they should walk to the word that best answers the question. Questions include: Your favorite ice cream flavor is vanilla; would you love to visit Alaska? Your favorite food is pizza., etc., to more complicated questions such as Singles ministry is a lot of fun., I am great at developing leaders in my ministry., I struggle with lust. Etc.

**30. SNOWBALL FIGHT:** Write down (1 per page) various things: Sing the national anthem, jump up and down, touch your toes, salute, sound like a dog, twirl in a circle, etc. Once you put one idea on one sheet of paper, ball up the paper, and make at least three snowballs for each person in your group. Start some music and have people throw the paper snowballs at each other. Once the music stops, open up the paper and do what it says. Start the music again and repeat it a couple more times. Loads of fun. Keep in mind your audience's age when picking things to do. Your music should be upbeat.

**31. CANDY/GUM:** A great way to start a conversation for individuals and small groups is by giving out candy or gum that can be theme-related. For example, 3 Musketeers could be about teamwork; Dove chocolate could be about peace; Hershey’s kisses and hugs about the love of Christ; Juicy Fruit could be about the fruit of the Spirit.

**32. DOUBT GAME:** Leader says: Have you ever had a time when someone told you something you don’t quite believe is true? Maybe they went fishing and said they caught a fish this big…and you looked at them and said, “I don’t know…can you prove it?” If you saw it in a picture, you might believe it, but you are pretty doubtful that it’s true. This morning, I will tell you some things, and if you believe what I am saying, go over to the I believe side….but if you doubt what I am saying and think it might not be true, then go over to the I doubt its side. "it might not be true, then go over to the "I doubt it" side.

1. Did you know…..

* Can penguins smell toothpaste from several miles away?
* Do you believe it? Or do you doubt it?

(false)

2. Did you know….

* In Tokyo, Japan, is a bicycle faster than a car for trips of less than 50 minutes?
* Do you believe it? Or do you doubt it?

(true)

3. Did you know…

* Every day, on average, 20 banks are robbed.
* Do you believe it? Or do you doubt it?

(true)

4. Did you know…

* Fifty years ago, M & Ms were candy-coated peas during a chocolate shortage.
* Do you believe it? Or do you doubt it?
(false)

5. Did you know…
• Are you more likely to be stung by a bee in windy weather?

* Do you believe it? Or do you doubt it?

(false)

6. Did you know…

* When glass breaks, the cracks move faster than 3,000 miles per hour. To photograph the event, a camera must shoot at a millionth of a second!
* Do you believe it? Or do you doubt it?

(true)

7. Did you know…

* Does a violin contain about 70 pieces of wood?
* Do you believe it? Or do you doubt it?

(true)

8. Did you know….

* The Irish like Thomas the Tank Engine so much that they have put faces on all their trains.
* Do you believe it? Or do you doubt it?

(false)

9. Did you know…

* A handy household tip: Will the elastic in your underwear last twice as long if you freeze it after washing it?
* Do you believe it? Or do you doubt it?

(false)

10. Did you know…

* They have square watermelons in Japan because they stack better.
* Do you believe it? Or do you doubt it?
(true)

**33. LIFE HIGHLIGHTS GAME:** Begin by asking each participant to close their eyes for one minute and consider the best moments of their life. This can include moments they’ve shared alone with family or friends; these moments can pertain to professional successes, personal revelations, or exciting life adventures. After the participants have had a moment to run through highlights of their lives, inform them that their search for highlights is about to be narrowed. Keeping their eyes closed, ask each participant to take a moment to decide what 30 seconds of their life they would want to relive if they only had thirty seconds left in their life. The first part of the activity lets participants reflect on their lives, while the second part (which we’ll discuss in a moment) enables them to get to know their coworkers more intimately. The second portion of the game is the “review” section. The activity leader will ask participants what their 30 seconds entailed and why they chose it, allowing them to feel for each other’s passions, loves, and personalities.

**34. THE COIN LOGO:** Begin by asking all participants to empty their pockets, purses, and wallets of any coins they may have and place them on the table in front of them. If someone doesn’t have any or only has very few, others in the room can share their coins. Instruct each person to create their logo using the coins in front of them in just one minute. Other materials they may have, such as pens, notebooks, wallets, etc., can also create the logo. If there is a particularly large group, people can be broken up into teams of 3-6 people and instructed to create a logo that represents them as a team, or the whole room can gather to use the coins to create a logo for the organization/group/ department/etc. Each solitary participant can explain their logo to the group, or if the room was split into groups, the leader could have each group discuss what led to the team logo and what it says about them. Not only does this activity promote self and mutual awareness, but it also enables participants to get to know each other on a more personal level.

Option: Use miscellaneous materials on a table in front of them, such as building blocks, household items, office items, toys, candy, etc. Depending on your goal, have them create something using the things in front of them that tell a story, share a solution to a particular problem, develop an identity, etc.

**35. PICTURE PIECES GAME:** This problem-solving activity requires the leader to choose a well-known picture or cartoon full of detail. The picture needs to be cut into as many equal squares as there are participants in the activity. Each participant should be given a piece of the “puzzle” and instructed to create an exact copy of their piece five times bigger than its original size. They are posed with the problem of not knowing why or how their work affects the larger picture. The leader can pass out pencils, markers, paper, and rulers to simplify the process and make it run smoothly. When all the participants have completed their enlargements, ask them to assemble their pieces into a giant copy of the original picture on a table. This problem-solving activity will teach participants how to work in a team.

**36. SNEEK A PEEK GAME:** This problem-solving activity requires several sets of children’s building blocks. The instructor will build a small sculpture with building blocks and hide it from the group. The participants should then be divided into small teams of four. Each team should be given enough building material to duplicate the structure you’ve already created. The instructor should then place their sculpture in an area that is an equal distance from all the groups. One member from each team can come up simultaneously to look at the sculpture for ten seconds and try to memorize it before returning to their team. After returning to their teams, they have twenty-five seconds to instruct their teams about building a replica of the instructor’s sculpture. After one minute of trying to recreate the sculpture, another member from each team can come up for a “sneak peek” before returning to their team and trying to recreate the sculpture. The game should be continued in this pattern until one of the teams successfully duplicates the original sculpture. This game will teach participants how to problem-solve in a group and communicate effectively.

Options: Add additional items; use Legos or other building items.

**37. BETTER COMMUNICATION:** Back-to-Back Drawing – Divide your group into pairs, and have each pair sit on the floor back to back. Give one person a picture of a shape in each pair and give the other a pencil and pad of paper.

Ask the people holding the pictures to give their partners verbal instructions on drawing the shape – without telling them what the shape is. After they've finished, ask each pair to compare their original shape with the actual drawing and consider the following questions:

• How well did the first person describe the shape?

• How well did the second person interpret the instructions?

• Were there problems with the sending and receiving parts of the communication process?

**38. BUILDING TRUST:** Human spring – Ask group members to stand facing each other in pairs. Their elbows should be bent, with their palms facing toward each other. Instruct them to touch their palms together and gradually lean toward each other so they eventually hold each other up. Then, instruct everyone to move their feet back, so they must depend solely upon their partners to remain standing.

**39. TOXIC WASTE:** A popular, engaging small group activity.  Equipped with a bungee cord and rope, a group must work out how to transport a "Toxic Waste" bucket and tip it into the neutralization bucket.  It can be used to highlight almost any aspect of teamwork or leadership.

**40. TEAM MEMORY:** Memorize as many items as you can from the PowerPoint slide or items spread out on a table (hidden from view)

1. Separate everyone into teams of 3. Give each team a piece of paper and a pen. The game's object is to remember as many items from the PowerPoint as possible as a group within 3 minutes. For this first round, there is no talking. Show the second slide.

2. After 3 minutes, click Enter to go to the blank slide.

3. Have each team collaborate on what items they remember and hist them down on a piece of paper. Give them a couple of minutes to do this.

4. Afterwards, ask everyone to stop writing. Each correct item that they write on the paper is worth 2 points. Name the items from the list aloud.

5. After naming the items, ask the teams how many points they received. Next, the teams will complete the game again with the next slide, except the teams can talk and collaborate. Go onto the fourth slide and give the teams about 3 minutes to speak and remember all the items.

6. Afterwards, go to the blank slide and have all the teams write down what they remember. After 5 minutes, name the items in List #2. Each correct item will be 1 point. Whoever has the most points wins the game.

**41. FACING YOUR FEARS:** Take a few shoeboxes or other small boxes and cut a hole on one end for your hand to go through. Then, place various objects in each box. Depending on how many people, the theme will determine how many boxes you use. Then, form folks into groups of 5, asking them to share their name and something that scares them. Then, ask them to elect one group member to come up for an exercise while everyone else sits down. Then, ask each person to put their hand in one (or more) of the boxes. The point is to face your fear. Of course, nothing would hurt them in the boxes, but they do not know that. You can be creative, from using plants to spaghetti and jello to paperclip; it's up to you.

**42. BLIND SQUARE:** Blind Square; Supplies:
1.) As many blindfolds as you have team members
2.) 1 large rope, at least 40 feet in length

Simply blindfold all your team members and throw a rope on the ground next to them. Tell them to make a square using the entire length of the rope lying on the ground next to them. Give them no further instructions.

There is no trick. It’s great to see who takes charge, how they organize the corners, if one person facilitates from the middle, etc.

**43. DON’T LET IT DROP**: Divide your group into teams of 6-8 people. Give each team a balloon. At 'go,' each team tries to keep their balloon aloft. There are three rules: 1st player cannot use their arms or hands; 2nd, a player cannot touch the ball twice in a row; and 3rd, everybody on the team must touch the ball at least once. If your team's balloon touches the ground, you are out and must sit down on the floor. The last team standing wins.

**44. EGG TOWER:** Divide the group into equal teams, no more than four people big. Give each team the same amount of newspaper, the exact amount of tape, and one egg. one

The object is simple: teams must work together to build a tower that will support the weight of their egg. The team with the tallest tower (that can stand on its power) is the winner.

NOTE TO LEADER: It’s best to give the team about 4 minutes, in the beginning, to brainstorm their plan and then give them about 10 minutes to pull it off.

**45. SCAVENGER HUNT:** You can put people in teams and have a Scavenger Hunt in your church (how many flag poles are in front of the church, how many bibles are in the pews, etc.) to your town/mall, etc. You can ask folks to answer questions about getting a napkin/business card from businesses to taking digital photos. This can be used as an icebreaker/warm-up or team project.

**46. BLIND PARTNERS:** (This can be done in various ways. You can start with two or larger teams that compete or many teams of two. Either way, you start with a team of 2 that compete against the other teams. Have one team member take a bandana and blindfold the other. The other team member will talk you through an obstacle course without touching you, giving instructions on what to do next. Once you are through it, you must run back to the front and trade places.

Ideas for the obstacle course:

a. Walk around road cones two times, then hop on one leg, barking like a dog to the next road cone, then blow bubbles and sing Jesus Loves Me (give them bubbles), and then take three giant steps over three road cones, then do the chicken dance three times as you walk to the next cone. Then take a tortilla and toss it on one of the cone rings. You have to get at least one to continue with the game. Then put together a puzzle (large pieces). Next, put on some clothing like a hat, jacket, and slippers, and then, single, “I’m a little teapot,” and last, stack some building blocks.

Note: You can vary it by having your teams go only one at a time or with multiple teams. The crazier, the better.

**47. TIP ME OVER:** (Items needed: Tennis ball, Panty Hose, and Water Bottles)

This is a great team game and was fun to watch, folks. Put a tennis ball in one leg of the pantyhose, put the hose on your head and then try and knock over water bottles. You can stand as many bottles as you like and add some extra obstacles. You can form short or long teams.

**48. DON’T TEAR THE CHAIRMAN:** Have your team stand side to side with feet touching with legs spread apart. Then, starting with one team member on one end, take a toilet paper roll and go in and out around both legs without tearing the paper. Continue down the line to all of the team and back. If the paper tears, you have to start over. You can vary this by the strength of toilet paper (I prefer the cheap kind as it tears easily) and how many times around the legs they have to sing; they have moved over, etc.

**50. WHAT’S FOR DINNER:** Without telling folks what you will be doing, have folks bring a bag of food to a local shelter. Then, when they arrive, tell them the food they brought has to make dinner and dessert for everyone. What is great about this game is it gets way creative and fun. You can put people on teams of appetizers, dinner, and dessert. Then, in the end, all pitch in $5 to give to a local shelter.

**51. BALLOON STRENGTH:** Have leaders/individuals email or submit their strengths. Print them, cut them apart, insert them into balloons, and then blow them up. Then bring them to an event/training and have everyone pop the balloons. As they pop the balloons, have them share the strengths they discover that represent the attendees/team. You can also write or have each person's strengths on a whiteboard. Then, as a group, discuss the strengths. Here are some sample questions:

1. How can what you've learned from others be used in the future to improve the way this group works together?

2. Are there any people you think overlooked one of their strengths? Who? What is the strength?

3. How can you make the most of the strengths and talents of group members and still allow everyone a chance to try new things or use new talents?

4. Imagine the group assigning official jobs to each member. Based on the shared strengths, what roles do you think people should have?

5. Is the group missing any strengths? What are they, and how can you build them? What if you can't? How can you overcome not having specific strengths or prevent the lack of them from becoming a group weakness?

**52. TALENT CHAIRS:** In a fashion similar to 'Musical Chairs,' teens discover the talents and qualities of others. The leader, who doesn't have a chair, calls out a quality using a formatted statement. All participants with this quality must get up and find a different chair. The leader will find a chair to sit in during this exchange. Instead of losing their place in the group, the person who doesn't get a chair becomes the next group leader and determines the next quality to be discovered.

This simple exercise is fun to discover each other without putting anybody on the spot. It can be used with an open time frame as a short activity or as a lead-in to a more in-depth discovery exercise.

Note: At first, people may choose qualities they are aware of close. As the exercise proceeds, if it becomes evident that certain members have not left their chairs, the leader may attempt to find a quality that a 'left out' member has so they can also change chairs. They will see that the exercise is more fun when there is more activity. As a coach, you can help foster this compassion for others if the group has not discovered it after some time.

Some qualities searched for can be open to interpretation, allowing the seated participants to determine whether they fit in that group. Do not discourage this.

Other: Discuss the discovery process and how the group can use the information they've gained about themselves. Use questions such as:

1. What were some surprises you found out about others?

2. Were you surprised by how you were similar to others in

the group? Explain.

3. How can you use what you've learned about each other in future group activities?

4. When you were the leader, did you find yourself trying to find attributes to include certain people in the circle? Did you try to find attributes to exclude certain people in the circle? Why was that?

5. When you were not the leader, were you looking for ways to be included in the group that had to find a new chair? Why? Did you try to find ways not to be included in that group? Why?

Options:

1. Stand up and find another chair if you have red hair.

2. Stand up and find another chair if you are wearing white socks.

3. Stand up and find another chair if you've been to another country.

4. Stand up and find another chair if your grandparents live in this state.5. Stand up and find another chair if you have more than three pets.6. Stand up and find another chair if you like to wear shorts.

**53. TREASURE HUNT:** Different from a scavenger hunt, this activity involves folks working with one another to uncover clues about their team. As you ask a series of questions, folks share information about themselves and find out more about others, earning points for their responses. The activity is a good icebreaker and can be used later to reconnect participants with members of their group.

Read the "Treasure Hunt Questions" and modify or add questions as needed but use 15 questions. Design a "Treasure Hunt Score Sheet" and make a copy for each team. Determine how the folks will be broken up into groups. It is best to have all the same size and around four or five members.

Divide the group into four or five teams and pass a score sheet and pencil to each team. Ask teams to identify a scorekeeper responsible for tallying the points throughout the activity.

Each team will go on a 'Treasure Hunt' for particular qualities in people on their team. Explain that the facilitator will read a series of questions and that for each question, the team earns one point for each member who fits what the question asks. Encourage them to be honest in answering each question. The scorekeeper needs to tally the score for each question and then tally the overall score for all of them.

Work through each question slowly. Give the teams time to talk about the question because they'll discover new things about the questions and new things about the others on their team. Move on only when you think all teams have tallied their scores for a given question. Plan to spend about 25-30 minutes asking them questions and allowing teams time to discuss them. When you've read your selected questions, ask the teams to calculate their overall score.

Determine and acknowledge which team had the highest overall score. Take 10- 15 minutes to discuss the activity and draw out participants' ideas about incorporating what they learned in their small teams into the cooperative workings of the large group. Allow the teams to sit together. Consider discussion questions such as:

1. What did you learn about others on your team? How diverse is your team? Where

did any individuals respond to all the same questions? Were there any questions where everyone received a point? Where does your team receive no points? Explain.

2. What questions caused the greatest discussion within your team? Explain.

3. Which questions were the most challenging for your team? Which was the easiest to

answer? What can this group do with the information you learned from this activity?

4. What was the most interesting response in your group? Explain.

5. What questions would you add to this treasure hunt?

**SUGGESTED QUESTIONS:**

1. Who is involved in a club, ministry, activity, sports team, job, or school?

2. Who has spent time volunteering in the community? Church?

3. Who had spoken up for a cause or an issue even when others didn't support your opinion?

4. Who is from a different cultural background? (teams decide what 'different means.)

5. Who currently mentors someone, has mentored others, or is being mentored by someone?

6. Who has confronted someone who has made an inappropriate comment?

7. Who can correctly name the capital of our state?

8. Who had chosen not to go along with friends even when pressuring you?

9. Who speaks more than one language?

10. Who has attended singles or leadership conferences?

11. Who has ever led a group/ministry?12. Who has written a letter to the editor or a member of Congress, the mayor, the schoolprincipal, the pastor, or another authority?13. Who has stood up to a bully, either for yourself or on behalf of someone else?

**54. SNOWFLAKES:** This quick exercise highlights the importance of clear communication and active listening to express ideas and instructions or receive messages from others accurately.

After hearing the exact directions for creating a simple paper snowflake, folks discover that the individual results can vary considerably. They find that people interpret things differently through discussion and understand others rely on this concept.

Give one sheet of paper to each person. Explain that you want them to follow your directions without asking your neighbors questions. They will work individually. Give the following directions quickly without clarifying exactly what you mean:

1. Fold the paper and tear it off the top corner.

2. Fold it in half again and tear it off the top corner.

3. Fold it in half again and tear it off the left corner.

4. Rotate the paper to the right three times and tear it off the bottom corner.

5. Fold it in half again and tear off the middle piece.

Instruct the group to unfold their papers and compare their snowflakes with those

around them. They will find that their snowflakes may or may not match others.

Discuss the importance of communicating clearly, as illustrated by the different ways participants interpreted the same instructions. Use questions such as:

1. Why is it that despite the same directions, not everyone had the same outcome? What would have changed if you could have asked questions?2. Have you ever told someone one thing only to have the person hear and do something different? What happened, and how did you deal with it?3. If you are a group leader, what steps can you take to ensure that others clearly understand what you're trying to tell them?

4. How can you improve your communication skills when it becomes obvious that others are seeing things differently than you intended?

**55. SPILLED COFFEE:** The Parable of the Spilled Coffee

A Bible study group met in a home to study how various ministries should work in the body of Christ. One member commented, “I don’t understand how different gifts can work together.”

At that moment, a woman accidentally dropped her cup, which broke and spilled coffee all over the floor. Each group responded differently to the mishap, according to their spiritual gifts.

The teacher gave some advice.  “Next time, if you will put your cup on the coffee table, that won’t happen again.”

The administrator responded by organizing a clean-up committee. “Bill, please go find a mop. Sally, could you help him with a towel?”

Bill, who had the gift of service, hurried to get the mop.

Sally, who had the gift of help, followed Bill and said, “I’ll help you!”

The person with the gift of exhortation said, “We all make mistakes, so don’t let it get you down.”

The person with the gift of mercy put her arm around the woman, patted her hand, and said, “I feel so badly for you.”

The person giving exclaimed, “I’ll buy a new set of coffee mugs to replace the broken one!”

They all used their various gifts together to resolve the situation.

**56. DRAWING PAPER:** Communication skills, problem-solving, teamwork, and group dynamics. This exercise emphasizes problem-solving via different methods of communication. People work in pairs, with one person guiding the other to make a simple drawing. The pairs try to accomplish the goal in three ways; twice with a limitation on how they communicate and, finally, with as much back-and-forth conversation as necessary.

Goals:

1. To learn to work as a team using limited resources and no verbal communication.2. To clarify challenges that can arise even with an obvious group goal in mind.3. To strengthen nonverbal communication skills.

Materials:1. Six pieces of letter-sized paper for each team.2. Pens or pencils for each person.

3. Clipboard

Prep:• Clear the floor of the room.• Divide people into pairs and have them choose who is A and B.

Note: If you know people ahead of time, you can strategically pair them up.

Activity

• Give each person three sheets of paper and have them sit back to back. They should find a place with ample room so other teams won't interfere. The teams will work independently and remain in this position throughout the process, each unable to see what the other is doing.

• Instruct partner A of each team to draw three simple line diagrams on each piece of paper. The drawings can be different. Give about three minutes for this activity. Note: You can have them suggest anything, such as a draw, a cat or dog or box or sun or tree, etc.

• In the first stage, partner B tries to correctly draw the same diagram by receiving instructions from partner A without asking questions. Only partner A can speak. Partner B cannot talk or ask any questions. Allow five minutes for this stage.

• In the second stage, partner B attempts to duplicate the second drawing, but this time can ask yes-or-no questions only. Again, allow five minutes for this stage.

• In the third stage, the task is repeated with the final drawing, and the partners can talk freely. Allow five minutes again for this stage.

• After all three stages, allow the partners to look together at each other's drawings. Bring the group together in a large group for a discussion on communication and what they learned.

Discussion:

Take 10-15 minutes to discuss how the teams communicated and what they learned. Use questions such as:

1. Describe what it was like to be partner A or partner B. When you are part of a different team, which person do you most frequently feel like - A or B? How does this role work for you? What would you change?

2. Each time you attempted to accomplish the task, you needed to rely on different communication skills. Explain what you dealt with as partners during each of the different attempts.

3. What happens to relationships in a group when one person has more information than others? How can members of a group deal with this type of situation?

4. Can you think of some real-life situations where you were trying to solve a problem but didn't have all the information you needed? What would have changed if you had received more information or had others communicated more clearly while trying to solve the problem?

5. What happens when one group member has a specific goal but can't communicate it to the group? How can your group improve the way information is communicated to everyone involved?

WRAP-UP/HOMEWORK:

Encourage everyone to write in their journals about team communication and the obstacles, challenges, and insights they experienced or observed.

**57. BLIND COUNT OFF:** Any size group can do this exercise. This is a game that teaches us to listen better. Have everyone stand in an outward-facing circle with their backs to one another. As a team, they have to count as high as they can out loud, with only one person saying a number at a time. This is a guessing game that focuses on listening skills and strategy. If two people say the same number, you have to start over.

**58. ROPE LEADING:** Working as a team, blindfolded participants follow a rope and try to navigate a series of obstacles. Trust, support, leadership, and communication are essential for this challenge. So, get creative in what objects you use. You can use things that require them to identify the object by feeling only, smell, taste, etc.

**59. HULA HOOP:** Form competing teams of as many folks as you want and have them stand in a circle big circle and hold hands. Start one hula-hoop hanging over one pair of joined hands. Each person in the circle must pass the hoop/loop over themself and on to the next person while staying connected at all times. If you break the line, you must start over.

**60. TENNIS, ANYONE?** The team raced against the clock to retrieve and move as many tennis balls as possible from one bucket to another without using their hands or arms. Options are golf balls, kick balls, eggs, or objects that don’t roll.

**61. TELEPHONE GAME BUT WITH GRAPHICS:** Team members are spread out in a line consisting of several sections. The first person is shown a picture by the facilitator and must pass the next person what it is; this continues until the last person receives the description; they must then attempt to recreate the picture: great listening and visual exercise.

**62. IT’S PUZZLING TO ME:** Teams work together to complete a puzzle as quickly as possible. Initially, the team will be divided and given separate bags of puzzle pieces. They will think they are competing against each other and then realize they cannot complete the puzzle unless they work together. Note: This is great when working with teams with natural conflicts, such as younger and older folks, male/female, people with kids, and those without, etc. Get creative in breaking your teams apart and seeing how they solve the puzzle.

**63. SEQUENCE:** The team puts together a story from a set of sequential images. Each person is given an idea but is not permitted to show it to anyone else. Together, the team has to figure out the correct sequence. Note: Get creative in how you solve the sequence. Some members are not allowed to talk; some do not use their hands, only one hand, etc.

**64. ALL TIED UP:** In this fun team challenge, groups must work together to complete a simple task. The problem is that their wrists tie them together. You, as the leader, can decide what the problem is. Suggestions: Build a model (Legos), make a cake, pop popcorn, put photos in a photo album, plant a plant, etc.

**65. THE BELLS HAVE IT:** Create an obstacle course that includes attaching bells at various places. Break people into teams. Have each team go through the course without touching anything that would ring the bell. If they do, that particular team member must start over while the rest of the team continues. This exercise requires us to watch those in front of us to help with better choices to make a mistake.

**66. TURNING OVER A NEW LEAF:** With all members standing on a plastic sheet, the group has to slowly flip the sheet to the other side without anyone stepping off it. This activity is excellent for small groups and helps to promote cooperation, trust, and communication.

**67. HOW TO MAKE A PEANUT BUTTER SANDWICH:** Have team members pair up. Have one team member write down the steps to making a peanut butter and jelly sandwich. Then have the other team member, with only the other team member’s instructions to follow, make a peanut butter and jelly sandwich. Note: You will find some folks are very detailed and some are not, leading to incomplete sandwiches. Some will forget to tell you to take the bread out of the package. Some will fail to open the jar of jelly, and so forth. This is an excellent exercise for teams, learning to listen and follow instructions.

**68. GET IN ORDER:** Put people into groups of 5-6. Then Give out a series of numbers, 1 for each person. The numbers need to be large enough to see by the audience. Then, call out a whole number that includes all 5 or 6 numbers. The groups have to arrange themselves to fit the number you called out. The one that does this the fastest gets the point. You continue to do this however many times you want. It gets crazy but so fun.

Option: Words and they have to complete sentences; words and they have to complete scripture.

**69. TOWER OF BABEL:** Take a box or bag and fill it with various items to make a tower at least 6 feet tall. Items include paper plates, 3 feet of tape, glue, scissors, cups, construction paper, etc. It’s up to you. Just make sure each box/bag has the same items in it. Then break into groups of 5-6, giving each group a box with these instructions. Create a “Tower of Babel” 6’ tall using some or all of these items so that when your leader blows on it, it doesn’t fall over. You have 10 minutes. Options: Variations in the number of people in each group, length of time, objects in the box/bag, handicaps such as someone can only use one hand; someone can’t talk; someone can’t use either hand, etc. Also, you can do a devotional about the “Tower of Babel.”

**70. START YOUR ENGINES:** Divide people into 12 groups of 5-6 people. Give each group a toy car and various props to make a take-off ramp. Give each group 15 minutes to design their ramp. Then have each group line their ramps side by side. Then place the cars at the top and let go to see which car wins—option: Various objects, length of time, and number of people. Also, you can do a devotion to go with the exercise.

**71. Bear, Trap, Man:** This is like "Paper, Rock, Scissors." The bear scares the man; the Man sets the trap; Trap will trap the bear. Have each person stand back to back, then turn around on the count of 3 and see who wins. Then the loser sits down; winners go up against each other till you have a final winner.

**72. WHAT’S IN YOUR PURSE/WALLET:** Great with large groups, at tables, or in teams. Yell out an item for them to bring up upfront. The first person with the item gets the point or is not playing teams, a piece of candy. Items such as tweezers, q-tip, man’s comb, cell phone, sock off of the foot, shoelace off of the shoe, fingernail file, candy, picture of the kid/mom/friend, social security card, coupon, lotion, lipstick, hairbrush, knitting needle, ball, egg, and so forth. It’s crazy fun, and people will go nuts trying to be the first.

**73. WHAT’S YOUR NUMBER:** Shout out various numbers that folks need to get into groups or groups by male/female, divorced or single, never married, younger or older. For example: If you had a group of 50 people, you would say, get into groups of 17…this would leave some folks out, and then they would be out. Then you would say again, get into groups of 5 men and five women; furthermore, it would leave some out. Then you might say, get into groups of 5 with people over 50 and under 5; again, it would leave some out. Eventually, you would end up with a small group, and they are the winners. It will make people have to run across the room, moving fast—and creating fun.

**74. THE TOPIC OF THE DAY IS RED:** All answers contain the word red.

Note: You can design this quiz in any way you want so that all the answers have the same word in the—words such as ball, cheese, Christmas, yellow, etc. You can put people on teams or individuals, listing the left side and leaving blank on the right side.

* Jeff Foxworthy's famous jokes: Redneck
* Royal Airforce Aerobatic Team: Red Arrows
* A worldwide humanitarian organization: The Red cross
* A famous German fighter pilot: Red Barron
* An American Rock Band: Red Hot Chili Peppers
* Star of Sanford and Son TV Show: Redd Fox
* A term used for a late-night flight: Red Eye
* An MLB team in Massachusetts: Boston Red Sox
* Social organization for women over 50: Red Hat Society
* An Energy drink: Red Bull
* Suez Canal link to the Arabian Sea: Red Sea
* A Memorial Day: Red Letter Day
* A term describing excessive regulation: Red tape
* A metaphor for a phony story: Red herring
* An outdoor game also called bulrush: Red Rover
* Chris de Burgh’s 1986 hit love song: The Lady in Rec
* Supercomputer in the resident evil movie: Red Queen
* A famous seafood restaurant: Red Lobster
* The cult classic starring Patrick Swayze: Red Down

**75. WHAT’S IN COMMON?** Put people in groups of 2 up to 10 and come up with what you have in common.

**76. 5 OF ANYTHING:** You can put people in groups and have them come up with at least five solutions to an issue or problem in your ministry. This will motivate teamwork, build trust, encourage people to be on time, participate, increase listening skills, solve specific problems, etc. The point is to have developed the solution to help build your ministry/small group, etc.

**77. CAPTAINS ORDERS:** This game is excellent for a competitive group. It tires everyone out quickly and can provide a perfect opportunity for unity, plus awarding a prize to the winners.

You have one person to be the leader or "Captain." He has to call out different actions but is limited to some (or all) of the following steps. Pick and choose the best activities for your group. Or make up your own and share them in the comments.

Man Overboard
Players have to drop to the floor into a planking position.

Captain's Coming
Players must stand at attention and salute the 'captain.'

Starboard / Port
Players must run to the designated side of the room.

Scrub the Deck
Players must squat on the ground and scrub the deck.

Climb the Rigging
Players must stand up and pretend to climb the rigging.

Man the Lifeboats
Three players have to pair up. They must sit in a row with the two on end holding their hands out to make a boat shape, and the person in the middle rows the boat.

Find North
The players must pair up into three groups and point in one direction.

Titanic
A boy and girl pair up. The guy gets on one knee and holds the girl by her waist while she sticks her arms out, imitating the scene from the movie "Titanic."

**78. WHAT DO YOU PREFER?**

Nature or City
Casual or Dress-up
Inside or Outside
Performing or Watching
Burger King or McDonald's
Coffee or Tea
Milkyway or Snickers
Coke or Pepsi (or Diet Coke vs. Diet Pepsi)
Superman or Batman
Wolverine or. Mystique
Apple or Banana
Mac or PC

iPhone or Droid
Milk Chocolate or Dark Chocolate
Facebook or Instagram

Surfing or Skating
Dancing or Singing
Candy or Gum

Sour or sweet

Movies or Reading a book
Going out or Staying Home
Staying Single or Getting Married
Reading the Bible or Listening to the Bible
Running or Walking
Cooking or Eating Out
Serving or Being Served

**CREATIVE WAYS TO BREAK FOLKS INTO TEAMS/SMALL GROUPS**

•Birthday months, hair length, the color of shirt, hair, or shoes

•What types of car or bean or dessert are you?

•What types of animals are you (give 4 or 5 choices depending on how many groups you want)?

•Counting off.

•Pick a number between 1 and 50; those 1-25 go to this side, 25-50 on the other side, etc.

•Pre-number, color, or put a sticker on their nametags before they come in.

•Give cards to divide into 2’s, 3’s, Kings, Queens, etc.

•Straws

• Imagine a map of your country on the floor – get them to stand where they were born (if not born in your country, then expand the map) Either the nearest or the most separated work together.

•What is your favorite color?

•Male/Female, Younger/Older, Single/Divorced/Shortest/Tallest

**Other Resources:**

**VIDEO WEBLINKS:**

• <http://skitguys.com/> (great for videos and other ideas)

• <http://www.youtube.com/playlist?list=PL1C4F8602DB2ED045> (a list of video skits someone else put together)

• https://www.rightnowmedia.org

• http://www.lightsource.com

• http://www.sermonspice.com

• <http://www.screenvue.com/>

• https://thesource4ym.com/

**SKIT WEBLINKS:**

• <http://www.dramashare.com/>

• http://www.christianskitscripts.com

• http://[www.christiancrafters.com/skits.html](http://www.christiancrafters.com/skits.html)

• <http://church-skits.com>

• http://www.sunday-school-center.com/church-skits.html

**ICEBREAKERS/GAMES WEBLINKS:**

• [www.funattic.com](http://www.funattic.com)

• [www.funandgames.org](http://www.funandgames.org)

• <http://www.thesource4ym.com/>

• <https://icebreakerideas.com/christian-icebreakers/>

• <https://www.cru.org/us/en/train-and-grow/help-others-grow/leading-small-groups/small-group-icebreakers.html>

• <https://www.signupgenius.com/church/smallgroupicebreakersgames.cfm>

• <https://research.lifeway.com/2020/02/19/75-icebreaker-questions-for-church-small-groups/>

• <https://www.facebook.com/reel/1203808977068389?fs=e&s=TIeQ9V&mibextid=0NULKw>

• https://www.facebook.com/watch/?v=588109999740406

**CHRISTMAS/WINTER, SPECIFICALLY**

• https://www.facebook.com/watch/?v=480076120858984

• <https://www.facebook.com/reel/602985484256675?fs=e&s=TIeQ9V&mibextid=0NULKw>

• <https://www.facebook.com/reel/626252005194235?fs=e&s=TIeQ9V&mibextid=0NULKw>

• <https://www.facebook.com/reel/640476684059493?fs=e&s=TIeQ9V&mibextid=0NULKw>

• <https://www.facebook.com/reel/618319199318466?fs=e&s=TIeQ9V&mibextid=0NULKw>

• <https://www.facebook.com/reel/3071964986422945?fs=e&s=TIeQ9V&mibextid=0NULKw>

**PERSONALITY**

Personality styles/conflict exercises:

• <http://www.16personalities.com/free-personality-test>

• <http://www.myersbriggs.org/>

• <https://www.123test.com/disc-personality-test/>

• <http://www.christianet.com/bible/personalitytests.htm>

**TEAMBUILDING**

• [www.totaladventures.com](http://www.totaladventures.com)

• <http://www.mindtools.com/pages/article/newTMM_52.htm>

• <http://www.huddle.com/blog/team-building-activities/>

**OTHER:**

• www.Group.com

• http://www.creative-party-themes.com

• [www.OrientalTrading.com](http://www.OrientalTrading.com)

• http://www.thesource4ym.com/

Bring Kris to your city to speak in person or by zoom at your next event. Call her at 919.434.3611.

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