



Games & Team Building

Vinnies Youth is a space for faith, action and friendship. Some meetings will just be about celebrating and enjoying one another's company. In this guide you will find a list of team building games and icebreakers to spark ideas to get you started.

Name Games: Do your group know each other?

CATCH

Your group will be sat on chairs in a circle. The introduction of the game can be personalised by the leader. To get a general idea of names, first of all go round asking everyone to say their name. The basic idea is to use either a ball or small toy and throw it randomly around the circle; get them to say the name of the person who they throw the ball to. After a while introduce the rule that if someone doesn't manage to catch the ball then that person and the thrower must do a forfeit: that is to share a fact with the group, a fact that they think no one else in the room will know e.g. favourite film.

SLAP, CLAP, CLICK, CLICK

(Judge your group) This takes knowledge of rhythm. Everyone in the group starts the above pattern together: slap, clap, click, click, slap, clap, click, click... The complicated part is that, similar to catch, the names of people are passed randomly across the circle. To do this you must say on the first 'Click' your own name, and on the second, someone else's. It will sound like this (first two being sounded) 'slap, clap,' Jen to Ruth. 'Slap clap,' Ruth to Liz. The only rule is you can't pass back to the person who just sent to you, so Ruth couldn't have passed to Jen.

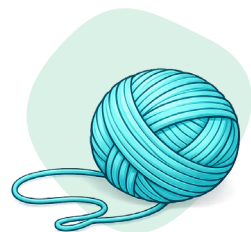
TORPEDO

- Everyone stands in a circle. The person who is starting the game makes eye contact with someone else in the circle and then walks towards them. That person then makes eye contact with someone else and walks towards them etc.
- People lose a life if they do not gain eye contact with someone before they start walking, or if someone walks into their space before they have begun to move.
- Everyone has 3 lives and are out if they lose all 3!

CONNECTION

You will need a ball of wool and a group standing in a circle.

- The first person takes hold of the end of the wool and unwinds some of the ball.
- They say their name and something about themselves (favourite food, football team, pizza topping preference, how many siblings they have etc)
- If other people in the circle are the same e.g. also have 2 brothers, they put their hand up.
- Holding onto the end of the wool, they throw the ball creating the first connection and part of the web.
- This process is repeated to learn everyone's name and at the end there should be a large web of connections.



General Icebreakers

LOOK UP, LOOK DOWN

(Short) Fairly straight forward, everyone stands in a circle. The group leader says: "Look up!" (everyone look to the ceiling) On "Look down!" you must explain that they have to look into someone else's eyes, not the floor. If the person is looking back at you, then you are both either out or lose a life. That's if you want to play the life version to make the game longer; it's probably easier to go down in stages, e.g. lose one life – down on one knee, two lives – kneel on two knees, out after third life. Alternatively, you could get them to hold fingers up for how many lives are lost.

SHOPPING

Ask one volunteer to leave the room, while they are gone everyone else decides on a specific shop. E.g. butchers, bakers, sports shop, hardware store, music store, bookshop etc... then everyone in the group chooses an item from that shop, go round to make sure everyone has a different thing. The person gets called back into the room. On the count of 3, at exactly the same time everybody shouts their item. The person in the middle has to guess the shop. Sounds easy? It isn't! If they don't get it first time, you should count to three again, and at exactly the same time whisper your item. If they still can't get it, give them the option to either shout or whisper. If they are really struggling you can get them to listen to one person to help.



ENEMY PROTECTOR

This is most suited to a large area. Start by getting everyone in a circle in an open area; they all need to be able to see each other. Everyone needs to choose someone, in their head, who they cannot bear to be near, someone they fear (emphasise it is only a game!). They cannot say this person's name aloud. Then pick a protector, someone who will protect you from harm. Again don't say this person's name aloud.

The aim of the game is always have your protector in between you and your enemy. The problem is the two people you have picked, will also have chosen two other people, so they will be trying to 'get safe' as well. It ends up in chaos and lots of laughing. You can play a couple of times, ending each game whenever you think a suitable amount of time has passed.

1-10

- The group have to count from 1 to 10. They cannot organise who takes which number or create any set pattern.
- One person cannot say two following numbers (e.g. 1,2)
- If two people speak at the same time, the game has to begin again from '1'. If the group does 10 easily, up to 20!

DO THIS, DO THAT

- This game has very similar rules to Simon Says.
- When you tell the group to "Do this" they should copy your action.
- When you tell them to "Do that" they should not copy you.
- Anyone who copies your action when you say "Do that" is out.

BALLOON STOMP

Everyone ties one balloon to their ankle and attempts to pop others' balloons while protecting their own. The last person with an intact balloon wins.



Team Building Games

LIFE RAFT

Need: one piece of newspaper per small group

- Place the newspaper in the middle of the floor. Explain that the room is very soon going to be shark infested, and the only way for the group to save themselves is to get everyone on their life raft (newspaper!).
- All the team members must remain on the raft for at least 3 secs with no part of their body touching the floor.
- Once the group manages this, make the paper smaller and get them to try again.

(Possible solution: find partner of equal size, stand opposite them in a circle holding both their hands, stand on one foot, lean back, use each others body weight to balance.)

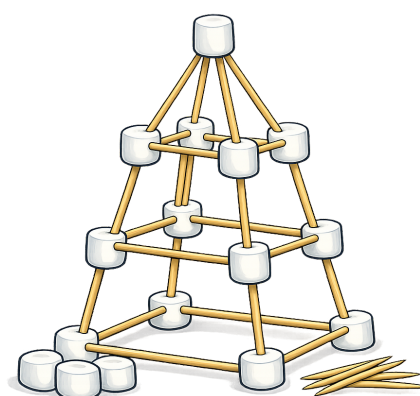
ELECTRIC MAZE

Need: sheet with electric maze grid on it (this can be made by laying out on the floor A4 pieces of paper in 5 by 6 squares).

- Before the group arrives, copy the grid onto a piece of paper and decide and draw the safe route through the maze.
- Explain to the group that nearly all the squares in the grid are electrified, and there is only one safe route through the maze.
- Their challenge is to get all their team through the maze.
- Only one person may enter the maze at a time, and they must start at the side you have decided has the entrance square.
- They may move forwards, backwards and sideways but not diagonally.
- If they step on an electrified square, you must make a sound (make up your own e.g. buzz, bang), and then they must leave the maze and the next person enters.
- Each team member must have one go before anyone has a 2nd attempt at making their way through the maze.
- Markers can't be used to show the correct route – this is a memory game.

MARSHMALLOW TOWER

Small groups are given marshmallows and toothpicks/spaghetti/kebab sticks to build the tallest, freestanding tower in a set amount of time. *This game can also be done using other materials such as paper/card/tape/scissors and construct the tallest tower within a timeframe.*



MAGIC CARPET

Need: 3 different sized towels

- Before the group arrive lay out the largest towel on the floor.
- Get everyone to stand on the material and explain to them that you want them to turn the towel over without any of the group touching the floor with any part of their body. If anyone does, they have to start all over again.
- If the group complete this easily, get them to try the same challenge with the middle sized piece of material and then the small one.