

The YoYo 11 + Games list

Active games

Catch the bacon

Ideal group: Most lively groups

Resources: Dishcloth / Pig / Anything at all for the middle

Have something (like a dishcloth) in the middle and have even teams in lines opposite to each other. Everyone has a number and you either have to get your item back to your team line OR if the person on the other team gets it 1st you must tag them.

Ball through leg game

Ideal group: Most / More lively

Resources: Ball (Maybe 2 depending on ability)

Have everyone get into a circle with their legs about 2 feet apart and one arm behind their back. The aim of the game is to not allow the ball through your legs, while also trying to knock the ball through other people's legs. Protect your legs with your one arm. If the ball goes through your legs you are out (stay where you are though), if the ball goes through your legs while you are out then you are back in the game and the person that put it through your legs is out! You are not allowed to catch the ball or throw you, only hit it with your hand

One arm catch

Ideal group: Any / More Lively

Resources: Ball (Maybe 2 depending on ability)

Get everyone in a circle and have them put one arm behind their backs. Throw the ball to each other only ever using one hand. Simple. If the ball is dropped you forfeit a limb!!!

1st drop you go down to 1 knee

2nd drop = 2 knees

3rd drop = 2 knees and on 1 elbow

4th drop = 2 knees and 2 elbows

5th drop (optional) = 2 knees, 2 elbows and nose on the floor

(The nose is counted as a limb in this game)

Catch the Monkey

Ideal group: Usually younger / lively

Resources: Monkey (Popular in most toy shops / festival of fun style places) This is essentially a toy that when you tap it, it goes off and does a monkey howl.

Everyone in a circle. Everyone has 3 lives (More or less depending on group size) and every time they set the monkey off by not catching it or by catching it too hard, they lose a life.

Catch it, drop it

Ideal group: younger ones
Resources: Ball

Get in a circle. Say either 'catch it' or 'drop it' and then throw the ball to a young person. They must do the opposite of what you said. (Then maybe switch it round so they have to actually do what you say, then switch back and forth)

Pose

Ideal group: any
Resources: none

For this game you get the kids into groups of 5 (very flexible on numbers) and then give them various objects that they must become e.g. washing machine. The whole group must be in every single one.

Who or what am I?

Ideal group: any
Resources: name stickers

Everybody in the group stands in a line. They each have a sticker put on their backs which has either the name of a person or an object on it. They must then walk around. When they meet another person, they must look at that person's sticker and then try and mime what the sticker is **WITHOUT TALKING!!** The more people that each person meets, the more impressions they will see of their sticker so the easier it should be to guess. The only talking can be guessing their sticker and either yes or no to answer someone's guess.

Molding

Ideal group: any
Resources: none

Split the group into two teams. From each team get two volunteers. One of the volunteers in each team needs to be the statue. The other volunteer is the sculptor. The sculptors should be given a list of 10 different expressions/activities. They then have to mould the statue volunteer to demonstrate each of the expressions/activities. The rest of the team have to try and guess what the statue is showing. The winning team is the first team to guess all of the statues.

- Note: The two teams should be given list of different activities to each other so that they can not copy

Odd guests

Ideal group: small

Resources: none

Get 4 volunteers to play this. One of the volunteers is the host of a party and the other 3 are the guests of the party. Each of the guests is secretly told something about them. For example one might have a really itchy arm, another might be searching for his lost mouse and the other a detective investigating a murder. One by one the guests will arrive at the party, signaled by the leader shouting 'doorbell'. When the guests arrive the scene should continue but the guests should try and demonstrate their special thing. The host should ask questions that you would normally ask at a party like, 'Can I get you a drink?' and their responses need to be appropriate. For example when the guest with the lost mouse arrives, as soon as he gets in the house, he could get on his hands and knees and look like he is searching. After the first guest has been in a while, 'doorbell' should be shouted to signal the next guest and the same for the third. The host must try and guess the special things about each of the guests. **THE GUESTS CAN NOT TELL THEM!**

Freeze

Ideal group: any

Resources: none

There should be 2 volunteers to start the game. The two volunteers are given a scenario to act out and they should just begin to improvise a scene in that situation. At any point during the scene, someone in the audience can shout 'FREEZE' at which point, the volunteers need to completely freeze in whatever position they are in. The person who shouted freeze needs to then replace one of the volunteers and get into the same position that the volunteer was in when they froze. The leader then shouts go and the new volunteer needs to start the scene again but completely change the scenario based on their starting position. For example:

The first scene might be set in an aerobics class so the volunteers are stretching up and down chatting to each other. Someone could shout freeze when both volunteers are stretching up. That person then needs to replace one of the volunteers so stretch in the air. When the leader shouts go they might change the scene to 2 people stretching up high to try and get a box off a high shelf. Just let the game run for as long as you like.

Charades

Ideal group: Any

Resources: none

Sit in a circle and whisper to the player on your left the name of a film, book, or song. The player must then step into the circle and mime it for everyone to guess. A few basic rules:

- To mime a syllable, tap a finger on your arm to show that you are miming the first syllable, two fingers for the second, etc.
- Touch your ear if you want to mime a "sounds like" - that means you mime a syllable that sounds like the one they are trying to guess. For example miming a "cat" when they are trying to guess "bat"
- To indicate that you are miming the whole thing rather than a syllable, draw a circle in the air.

Another way to play charades is to split into 2 teams, and take it in turns to come up with a book, play, film or musical. Select one player from the other team, who you tell the name to, and they then have 2 minutes to mime it to their team. Award points for getting it right in 1 minute, 2 minutes and for best acting skills.

I have never

Ideal group: any (maybe more mature)

Resources: none

Set up enough chairs for everyone in the group except for one. Everyone sits in a chair and the player left stands in the middle. The person in the middle then says something that they have never done before.

Those who have done what the individual hasn't must get out of their chair and find another open space. While everyone else is trying to find new seats, the player in the middle tries to take one of the open spots as well. Who ever doesn't make it into a chair is now the person in the middle.

The person in the middle can also tell something that they have done, and who ever hasn't done it before have to move. Play as long as you like because everyone is a winner.

Cereal box game

Ideal group: younger

Resources: empty cereal box

Get everyone to sit in a circle. In the middle of a circle but 1 cereal box stood up. It player takes it in turn to pick up the cereal box with their mouth without touching the floor with anything apart from their feet. When somebody falls or touched the floor they are out, keep going round the circle until you have a winner. The cereal box will get smaller and smaller.

Chocolate game

Ideal group: any

Resources: hat, gloves, scarf, plate, wrapped chocolate bar, knife, fork, dice.

Get everybody to sit in a circle. In the middle of the circle put a plate with a bar of unwrapped chocolate, a knife, a fork, hat gloves and a scarf. Each player takes it in turn to roll the dice, if the roll a 6 they get to put on all the clothes then start eating the chocolate using a knife and fork. But as soon as another player rolls a 6 they have to swap over.

Bang (Or Splat)

Ideal group: younger

Resources: none

All the players get into a circle with one player in the middle of the circle. The player in the middle shoots at people in the circle saying 'bang' and pointing at the person they shot, when the player in the shoots at you, you have to duck and the other two players either side of the player who got shoot have to shoot each other sang 'bang'. The slowest person to say bang is out; also if the player who got shot doesn't duck quickly enough, they are out.

When only 2 players are left you have a final round to see who wins. Both players stand back to back and one person says a different number. The players walk away from each other as someone says the number, as soon as the person adds in a letter the two players have to turn round and shoot the other. Whoever shoots the other first, wins.

Human knot

Ideal group: younger

Resources: none

All the players stand in a circle and put both their arms in the circle, they all have to grab somebody else's hand in the circle to everybody is holding somebody else's hand. Then they all have to untangle the knot to make a perfect circle without anyone letting go of someone's hand.

Balloon game

Ideal group: Younger

Resources: balloons and string (enough for each player)

Tie a balloon on a string (at least two feet long) to each person's ankle. The objective of the game is to be the last person with an un-popped balloon around one's ankle. Note: this game takes some prep work. Balloons must be blown up and string cut in advance. It is a fun game, though. Don't try in someone's living room if you want to be invited back!

Tray Bash

Ideal group: a fairly well behaved group

Resources: Fairly light trays, rolled up and cellotaped newspapers

Each player holds a tray with an open hand underneath (like a waiter), so it can quite easily be knocked off. Each player also has a rolled up newspaper, the aim of the game is to knock all the other trays out of everyone else's hands. You are NOT allowed to hit the person OR their newspaper...only the tray.

Tray Bash Wars

Ideal group: a fairly well behaved group

Resources: Fairly light trays, rolled up and cellotaped newspapers

Get the group into two teams. Each player holds a tray with an open hand underneath (like a waiter), so it can quite easily be knocked off. Each player also has a rolled up newspaper, the aim of the game is to knock all the other trays out of everyone else's hands. You are NOT allowed to hit the person OR their newspaper...only the tray.

Get each group to think of a name (e.g. the Romans). Get each group to opposite sides of the room, when they are ready shout charge. Fun but needs careful leadering to stop it escalating into a real fight.

Name in the hat

Ideal group: any

Resources: lots of little bits of paper, pens, a bowl (or hat) and a timer.

Get the group into a few smallish (4 or 5) groups. Hand out small pieces of paper and pens and ask them all to write as many names of famous people / places that they can think of in 1 min. Collect all the names into a hat, Now you go round each group, they choose one person to come up and that one person (without saying the word on the cards) has to get them to guess what the word on the card is. They can say anything, they can mime, they can hum etc.

Icebreakers

Honey, I love you

Ideal group: Older ones

Resources: none

Honey I Love You, is another icebreaker that's fun to play. Your group should be sitting in a circle again with one person in the middle. The person in the middle can go to anyone in the circle and say "Honey I love you, won't you give me a smile?" The person who was asked the question has to answer back "Honey I love you, but I just can't smile" (without smiling.) The person in the middle can do anything to the other person to make them smile except touch them. You have to be the judge as to what you call smiling.

Psychiatrist

Ideal group: Less lively, older ones

Resources: none

Get into a circle and have one person leave the room (far enough away so that they cannot hear). This person is going to be the questioner. The group decides on a rule of how they will answer all the questions. E.g. answer every question pretending you are a dog. Then the questioner must ask any question they like at all, and somehow find out what the rule is.

Alphabet conversation

Ideal group: small

Resources: none

Get 2, 3 or maybe 4 volunteers to play this game. The volunteers must act out a scene taking it in turns to say a line. Each line should begin with the next letter of the alphabet. This may seem difficult at first, but improves with practice. If you get stuck, you can also use sounds to start a sentence, for example "Mmmm" or "tut-tut". You should also ask someone to give the volunteers a situation that the scene is set in. Here is an example:

Setting: searching for a lost cat

A: Anyone seen my cat?

B: Black one, with funny eyes?

A: Can't say I remember.

B: Don't tell me you've forgotten what it looks like?

A: Every cat looks the same to me.

B: Fortunately, I found one yesterday

A: Gee, that's great...

You could also try beginning somewhere in the middle of the alphabet. Then when you reach "Z", return to "A" until you arrive back where you started.

One word stories

Ideal group: any
Resources: none

Start off with two volunteers. The two volunteers need to tell the rest of the group a story, taking it in turns to say a word. It usually starts with "Once – upon – a – time...". As the story is told, the two volunteers should act out the story. For example if the story goes: "Once upon a time there was a dog and a huge elephant who were skipping, one of the volunteers needs to be the dog and the other the elephant and they need to start skipping. The volunteers can also introduce other characters into the story, at which point, the leader needs to pick a volunteer to join in. There should be no more than 4 characters at once acting so if they want to introduce another character and there are already 4, a character needs to exit in the story.

Ten Second Objects

Ideal group: any
Resources: none

This is a very popular drama game and a useful technique which can be developed easily towards improvisation or physical theatre. It's also highly accessible and great fun! Divide everyone into small groups (4-6). Call out the name of an object and all the groups have to make the shape of that object out of their own bodies, joining together in different ways while you count down slowly from ten to zero. Usually every group will find a different way of forming the object. Examples could be: a car, a fried breakfast, a clock, a washing machine, a fire.

False definitions

Ideal group: older
Resources: none

Split into groups. Each group gets an obscure word with the correct definition. The group has to make up 2 more fake definitions for the word. All the groups meet back together and tell the others the three definitions of their word, the other groups have to guess which definition they believe. Points are awarded for the groups who get it right. Will need 3+ groups.

Superlatives

Ideal group: any
Resources: none

Split the group into 2+ teams, with at least 5 in each group. Give the groups a category which they have to arrange themselves into e.g. date of birth, time of birth, number of cousins, number of letters in surname, initial of middle name. Each group has to arrange themselves the quickest but without talking, when the group has finished they all have to sit on the floor with their hands on their heads.

Shopping list game

Ideal group: any

Resources: none

Get everybody to sit in a circle. The first player start of by saying 'I went to the shop and bought a ...' they have to pick something beginning with A e.g. apple. They you go round the circle and the have to make a list in alphabetical order. So the next person would say, 'I went to the shops and bought an apple, a bag...etc'

Only Smarties™ have the answer

Ideal group: any

Resources: Smarties™

So each person takes a Smartie out of the bowl (at random) and depending on what colour they have, they tell you a fact about themselves.

Blue	-	Tell us one of your earliest memories
Orange	-	Tell us a funny fact about you
Brown	-	What is your favourite film?
Green	-	Tell us an embarrassing story about yourself
Purple	-	Favourite song?
Pink	-	What was your best day of your life?
Yellow	-	What is your biggest fear?

Pictionary

Ideal group: any

Resources: Paper, pens

Get them into small groups, one of them then comes to you for a Pictionary word, they then take it back to their group and draw it. Whoever guesses correctly comes up to get the next word, whichever group gets to the end of your words first wins.

Quiz games

Fact – not a fact

Ideal group: Any

Resources: Fact sheet

This is a list of facts and lies ('not a facts') and the aim is to guess which ones are true and which ones are lies. Usually done by getting them into small groups with pen and paper and they write their answers as they go.

What's in a name?

Ideal group: Most / younger

Resources: Name sheet, Pen or paper

You have a list of names and meanings; match the names to the meanings

Guess the Celeb Quiz

Ideal group: Any

Resources: Slideshow of celebs

If you make your own it takes quite a bit of prep but put pics of celebs in paint / Photoshop / publisher and distort and change them until it is hard to see who they are. Put the celebs into a PowerPoint and make each picture slide in slowly so it's easier to know who buzzes in 1st. Get the young people into teams and have them put their hand up when they know who it is.

Google get your cards right

Ideal group: Any

Resources: Laptop, projector

This takes quite a bit of prep as well but is quite easy to make a theme about. See Google Worship PowerPoint quiz. Get them to guess if the next words are going to have more hits or less than the previous.

Celebrity ID game

Ideal group:

Resources:

Summary: An icebreaker where each person has a label with a famous celebrity or character name on their back. Everyone mingles, asking "yes" or "no" questions to gain clues about the name posted on their backs.

Ages: All. Recommended # of People: 20 and over. Messiness Factor: No sweat. Materials Required: Several labels with famous names on them. Recommended Setting: Indoors.