

Small Group
game ideas!

Guess who

GIVE YOUR GROUP A CHANCE TO SHARE A RANDOM, FUNNY, AND MEMORABLE FACT ANONYMOUSLY. THEN, SEE HOW WELL THEIR TEAMMATES KNOW THEM. THIS CAN BE INCREDIBLY HUMOROUS FOR TEAMS WHO DON'T KNOW EACH OTHER; THEY CAN SEE HOW PEOPLE PERCEIVE THEM.

ON EACH INDEX CARD, HAVE GROUP MEMBERS WRITE DOWN A RANDOM FACT ABOUT THEMSELVES. FOR EXAMPLE:

- MY FAVORITE MOVIE IS TITANIC.
- I WAS THE LEAD CHEERLEADER IN HIGH SCHOOL.
- I HAVE AN IDENTICAL TWIN.
- MY FAVORITE COLOR IS PERIWINKLE BLUE.

THEN, GATHER ALL OF THE CARDS IN A BASKET, SHUFFLE THEM AROUND, AND HAVE EACH PERSON PICK A RANDOM CARD. GO AROUND THE TABLE AND HAVE EACH PERSON READ THE CARD THEY PULLED ALOUD. THE TEAM CAN WORK TOGETHER TO GUESS WHO WROTE THE CARD AND SHARE SOME LAUGHS ABOUT THEIR REASONING BEHIND THEIR GUESS.

Bible verse search

THE LEADER THE SELECTS A SERIES OF BIBLE VERSES FOR THE GAME. DIVIDE THE GROUP INTO TWO TEAMS SO THEY CAN COMPETE AGAINST EACH OTHER. GIVE EACH TEAM ONE BIBLE TO USE. MAKE SURE BOTH TEAMS HAVE THE SAME BIBLE VERSION (NLT,KJV,NIV)

PICK ONE PERSON FROM EACH TEAM AND MAKE THEM SIT DOWN FACING EACH OTHER WITH A BIBLE IN THE FRONT OF THE ROOM. THE LEADER IS GOING TO SAY AN INSTRUCTION LIKE THIS:

FIND THE BIBLE VERSE AND TELL ME:

ON EPHESIANS 5:33 WHAT IS THE 8TH WORD?

ANSWER: LOVE

WHOEVER FIND THE WORD FIRST AND SAYS IT OUT LOUD WINS A POINT FOR THEIR TEAM. THEN THE NEXT PERSON OF FROM THEIR TEAM GOES UNTIL EVERYONE HAS GONE. PRO TIP: MAKE SURE TO HAVE EXTRA BIBLE VERSES READY INCASE THEIR IS A CLOSE TIE.

THE TEAM WITH MORE POINTS WINS THE GAME!

ANOTHER EXAMPLE:

ON CORINTHIANS 13:4 WHAT IS THE 5TH WORD?

5 Second rule

DIVIDE THE GROUP INTO TWO EQUAL TEAMS AND PLACE TWO CHAIRS FACING EACH OTHER IN FRONT OF THE ROOM. CALL SOMEONE FROM EACH TEAM.

EACH PERSON WILL BE ASKED A QUESTION AND HAVE 5 SECONDS TO ANSWER IT (EVERY PERSON OF EACH TEAM HAS TO PARTICIPATE). FOR EVERY QUESTION ANSWERED CORRECTLY WITHIN 5 SECONDS WILL GET 1 POINT FOR THEIR TEAM.

THE QUESTIONS CAN BE OF ANY TOPIC. PRO TIP: USE A 5 SECOND TIMER ON YOUR PHONE OR TV, ALSO TRY TO KEEP THE QUESTIONS FAIRLY SIMPLE. YOU CAN ALSO ASKED QUESTIONS RELATED TO WHAT YOU LEARNED LAST WEEK OR ABOUT TO LEARN THAT NIGHT

SOME EXAMPLES ARE:

ROUND 1:

PARTICIPANT OF TEAM 1: NAME 3 LOVE SONGS

PARTICIPANT OF TEAM 2: NAME 3 ROMANTIC MOVIES

ROUND 2

PARTICIPANT OF TEAM 1: NAME 3 PEOPLE FROM THE BIBLE

PARTICIPANT OF TEAM 2: NAME 3 PLACES FROM THE BIBLE

ROUND 3:

PARTICIPANT OF TEAM 1: NAME 3 FRUITS OF THE SPIRIT

PARTICIPANT OF TEAM 2: NAME 3 OF THE 5 LOVE LANGUAGES

Scramble words game

CREATE A LIST OF 10 WORDS YOU WANT YOUR GROUP TO UNSCRAMBLE.
THEN CREATE A WORD DOCUMENT WITH THOSE WORDS ALREADY
SCRAMBLED
AT THE START OF THE GROUP HAND EACH PERSON THE PIECE OF PAPER
UPSIDE DOWN SO THEY CAN'T SEE IT. ONCE YOU MAKE SURE EVERYONE
HAS A PEN OR PENCIL TELL THEM TO FLIP THEIR PAPER AND START,
WHOEVER UNSCRAMBLES ALL THE WORDS THE FASTEST WINS!
IT CAN BE OF ANY TOPIC, BIBLE RELATED, LOVE, RANDOM WORDS, ETC.
GET CREATIVE!

EXAMPLES :

1. OVEL _ _ _ _ _
2. WROLFE _ _ _ _ _
3. WOVS _ _ _ _ _
4. SUJES _ _ _ _ _
5. HURCCH _ _ _ _ _

ANSWERS:

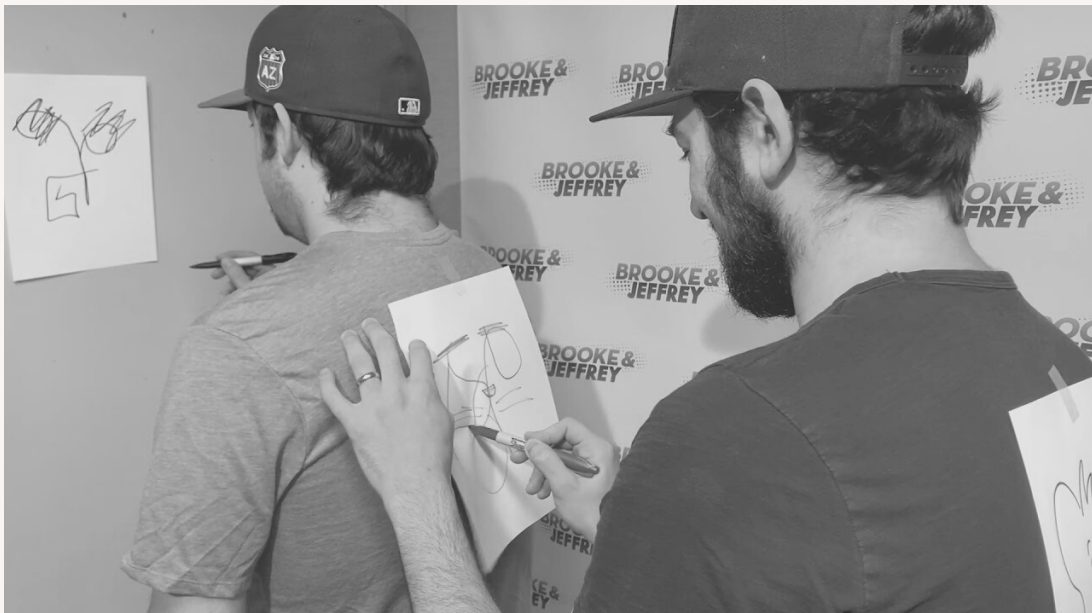
1. LOVE
2. FLOWER
3. VOWS
4. JESUS
5. CHURCH

Draw back game

LINE UP ALL THE PEOPLE FROM THE GROUP INTO A SINGLE FILE LINE.

HAVE THEM PASTE PAPERS ON EACH OF THEIR BACKS. GIVE EACH PERSON A MARKER. TELL THE FIRST PERSON OF THE LINE IN SECRET WHAT TO DRAW (EXAMPLE: FACE OF AN ANIMAL, A PLACE, A PERSON ETC.) AND THEY HAVE TO DRAW IT ON THE PAPER ATTACHED TO THE PERSON IN FRONT OF THEM. AS THE PERSON FEELS THE MOVEMENT OF THE MARKER ON THEIR BACK, THEY MUST TRY TO COPY THEM ON THE PIECE OF PAPER (WHICH IS ATTACHED TO THE PERSON IN FRONT OF THEM. THE LAST PERSON OF THE LINE HAS TO DRAW IT ON A PIECE OF PAPER PASTE IT TO THE WALL IN FRONT. IF THEY ARE REALLY IN SYNC THEY'LL HOPEFULLY END UP WITH SIMILAR PICTURES...BUT IT'S OFTEN EVEN FUNNIER WHEN THEY'RE COMPLETELY DIFFERENT. OPTION: RATHER THAN A LINE YOU CAN DIVIDE THE GROUPS INTO TEAM OF TWOS AND THEN JUDGE WHICH TEAM DID THE BEST.

EXAMPLE:



Where do you stand?

TEAMS MUST QUICKLY LINE UP ACCORDING TO SPECIFIC CRITERIA GIVEN. FOR EXAMPLE IN ORDER OF SHOE SIZE, WITH THE SMALLEST SHOE SIZE IN FRONT AND THE LARGEST SHOE SIZE AT THE BACK. A GREAT GAME TO HELP PLAYERS GET TO KNOW EACH OTHER

DIVIDE INTO TEAMS OF EQUAL NUMBERS.

(IF YOU HAVE FEWER THAN 8 PLAYERS, YOU CAN ALSO PLAY TOGETHER AS 1 TEAM.)

FOR EACH ROUND, EACH TEAM RACES TO LINE UP ACCORDING TO THE CRITERIA GIVEN FOR THAT ROUND.

SET AN APPROPRIATE TIME LIMIT FOR EACH ROUND (EX. 30 SECONDS), DEPENDING ON THE AGES OF THE PLAYERS AND THE NUMBER OF PLAYERS IN EACH TEAM.

PLAY AS MANY ROUNDS AS YOU LIKE.

HERE ARE SOME SUGGESTED CRITERIA FOR EACH ROUND:

- SMALLEST TO LARGEST SHOE SIZES
- SHORTEST TO TALLEST
- YOUNGEST TO OLDEST
- NUMERICAL ORDER OF DAY OF BIRTH REGARDLESS OF YEAR OR MONTH (I.E. THOSE BORN ON THE 1ST DAY OF THE MONTH TO THOSE BORN ON THE 31ST DAY OF THE MONTH)
- ALPHABETICAL ORDER OF PLAYERS' FIRST NAMES
- ALPHABETICAL ORDER OF PLAYERS' LAST NAMES
- NUMBER OF LETTERS IN THE PLAYERS' FULL NAMES
- ALPHABETICAL ORDER THE NAME OF THE STREET WHERE PLAYERS LIVE
- ALPHABETICAL ORDER THE NAME OF THE SCHOOL THAT PLAYERS ATTEND

SCORING

AWARD POINTS TO THE TEAM THAT LINES UP IN THE CORRECT ORDER THE FASTEST.

IF NO TEAM IS ABLE TO LINE UP IN THE CORRECT ORDER WITHIN THE GIVEN TIME THEN NO TEAM RECEIVES POINTS.

Ribbon Run

A MODIFIED ICEBREAKER SCAVENGER HUNT, DIVIDE THE GROUP INTO TEAMS OF TWO.

PURCHASE SOME INEXPENSIVE RIBBON AND CUT IT INTO VARIOUS LENGTHS.

BEFORE THE GROUP MEETING, HIDE THE RIBBON PIECES IN LOCATIONS IN THE BACKYARD OR IN A DESIGNATED ROOM..

GIVE ALL THE TEAMS THREE MINUTES TO SEARCH AND THEN TIE THE PIECES THEY FIND TOGETHER TO MAKE ONE LONG PIECE OF RIBBON.

MEASURE THE COMPLETED PIECES AND THE TEAM WITH THE LONGEST RIBBON PIECE WINS.

NOTE: THEY MUST SEARCH FOR THE RIBBONS & TIE THEM TOGETHER WITHIN THE SAME THREE MINUTE TIMEFRAME.

PRO TIP: LAY THE RIBBONS SIDE BY SIDE TO DETERMINE WHO'S IS THE LONGEST

M&M's

SUPPLIES NEEDED TO PLAY THIS, "GET TO KNOW YOU ICE BREAKER"

SMALL PACKAGES OF M&M'S
THAT'S IT!

GIVE EACH GROUP MEMBER A SMALL PACKAGE OF M&M'S

SHARE THE IMAGE BELOW TO YOUR GROUP BY EITHER PRINTING IT OR SHARING IT
ON THE TV SCREEN.

ASSIGN 1 PERSON TO START THE GAME BY TAKING AN M&M FROM THEIR PACKAGE
WITHOUT LOOKING. BASED ON THE M&M THEY SELECTED, THEY THEN MUST
ANSWER A QUESTION ABOUT THEMSELVES ACCORDING TO THE IMAGE BELOW.
REPEAT WITH EACH PERSON IN THE GROUP. YOU CAN GO THROUGH AS MANY
ROUNDS AS YOU WOULD LIKE WITH YOUR GROUP.

TELL US

PICK AN M&M

RED: SOMETHING ABOUT YOUR CHILDHOOD

ORANGE: SOMETHING YOU DO WELL

YELLOW: SOMETHING YOU'VE LEARNED

GREEN: SOMETHING YOU WATCH/LISTEN TO

BLUE: SOMETHING YOU CAN'T LIVE WITHOUT

BROWN: SOMETHING ABOUT YESTERDAY

Jesus, Jesus

THE GOAL IN THIS ICEBREAKER FOR LARGE GROUPS IS TO NAME AS MANY SONGS AS POSSIBLE WITH THE WORD "JESUS" IN THE *TITLE* OR *LYRICS*.

1. BEGIN BY DIVIDING YOUR LARGE GROUP INTO TEAMS OF FOUR OR FIVE INDIVIDUALS.
2. PASS OUT PEN AND PAPER FOR EACH TEAM.
3. ALLOW THREE MINUTES FOR THE TEAMS TO WRITE DOWN AS MANY SONG TITLES OR SONGS THAT HAVE LYRICS WITH THE WORD "JESUS" IN THEM. THE GOAL IS TO THINK OF A SONG THAT NO OTHER TEAM THOUGHT OF.
4. AFTER 5 MINUTES CHOOSE A TEAM TO SAY ONE OF THEIR SONGS.
5. IF NO OTHER TEAM WROTE DOWN THEIR SONG THEN THEY GET 1 POINT, IF ONLY 1 OTHER TEAM HAS THAT SAME SONG THEY MUST CROSS IT OFF THEIR LIST.
6. CONTINUE UNTIL ALL THE SONGS ARE EITHER CROSSED OFF OR ADDED TO THE TEAMS POINTS
7. THE TEAM WITH THE MOST POINTS WIN

EXAMPLE:

- MOVE YOUR HEART- MAVERICK CITY
- WHAT A BEAUTIFUL NAME - HILLSONG WORSHIP.
- . PROMISES - MAVERICK CITY
- I BELONG TO JESUS- BETHEL MUSIC

Guess the childhood photo

BEFORE YOUR SMALL GROUP TELL EVERYONE TO SEND THE LEADER A
CUTE (OR HILARIOUS) PHOTO FROM THEIR CHILDHOOD AND
RANDOMLY THROW THEM ALL INTO ONE SLIDESHOW.

AT THE GROUP MEETING THE LEADER WILL THEN SHARE THEIR SCREEN AND
HAVE EACH PERSON OF THE GROUP TO GUESS WHO THEY THINK IT IS IN
EACH PHOTO.

Draw, partner

"DRAW, PARTNER" REQUIRES PARTICIPANTS TO SKETCH A PICTURE USING ONLY A TEAMMATES' INSTRUCTIONS.

TO PLAY:

1. SPLIT THE GROUP INTO PAIRS
2. INSTRUCT EACH PAIR TO STAND BACK TO BACK
3. GIVE ONE PARTNER A PEN AND PAPER, AND THE OTHER A EASY DRAWING. (ANIMAL FACE DRAWING, A HOUSE, A TYPE OF FLOWER)
4. THE PERSON WITH THE DRAWING MUST THEN DESCRIBE HOW TO DRAW TO THEIR PARTNER, WITHOUT SAYING WHAT THE IMAGE IS OR WITHOUT DESCRIBING WHAT THE DRAWING IS. FOR EXAMPLE: DRAW A BIG CIRCLE, DRAW TWO SMALLER CIRCLES INSIDE THE BIG CIRCLE NEAR THE TOP HALF OF THE PREVIOUS DRAWN CIRCLE. (A FACE WITH 2 EYES)
5. THEY HAVE 2 MINUTES TO DESCRIBE TO THEIR PARTNER HOW TO DRAW
6. AFTER THE ALLOWED TIME, REVEAL THE ARTWORK AND GAUGE THE ACCURACY

"DRAW, PARTNER" PRACTICES COMMUNICATION AND LISTENING SKILLS. TEAMMATES LEARN TO GIVE CLEAR DIRECTIONS AND DECIPHER DIRECTIONS WITH LITTLE OUTSIDE INFORMATION.

TO DETERMINE THE WINNER EVERY TEAM HAS TO VOTE FOR THE ONE THAT THEY THINK HAS THE MOST ACCURATE DRAWING (THEY CAN'T VOTE FOR THEMSELVES)