

20 STUDENT MINISTRY GAMES | ALL AGES

- 4 ICEBREAKERS/ MIXERS
- 5 UPFRONT CHALLENGES
- 4 PARTNER GAMES
- 4 BIG GROUP GAMES
- 3 RELAY RACE GAMES



We recommend you use discretion, common sense, and all safety precautions as you decide on games, ideas and activities. You must understand the possibility of unforeseen hazards and know the inherent possibility of risk. Ministry to Parents is not responsible or liable for damages, losses, diseases, or injuries incurred by people using **THE BIG BOOK OF FAMILY MINISTRY GAMES** as a resource.

ICEBREAKERS /MIXERS

All Ages

A collection of games for kids and teens to play with partners.

HEROES & VILLAINS

SUPPLIES

- “Hello My Name Is_____” stickers

GAMEPLAY

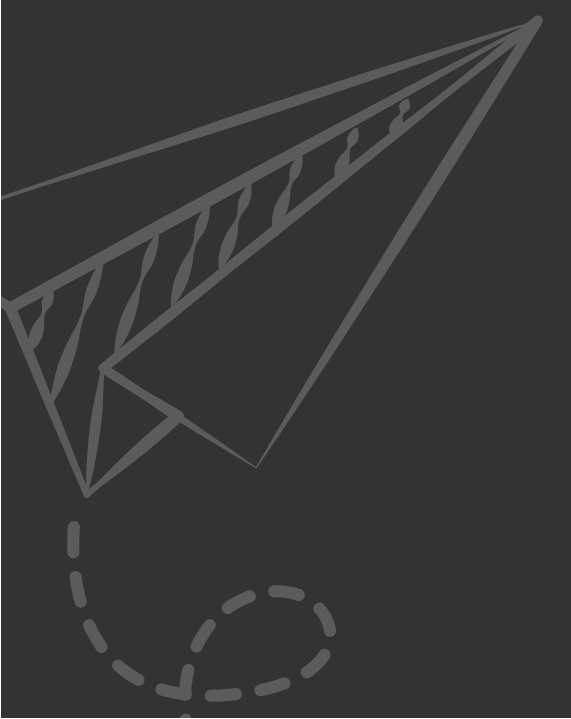
Every player has a name tag on their back with the name of a hero or villain. Players ask one question per person to discover who they are, and then they find their matching hero or villain partner.

HEROES & VILLAINS

Han Solo and Darth Vader
Spiderman and Green Goblin
Superman and Lex Luthor
Philadelphia Eagles and Dallas Cowboys
McDonald’s and Burger King
Dorothy and the Wicked Witch
Harry Potter and Voldemort
Batman and Joker
Thor and Loki
Tacos and Tums
Pepsi and Coke
Fire and Ice

SUGGESTIONS

Once they find their partner, have them share five fun facts, e.g., the worst food in the cafeteria at school, funniest YouTube video, etc.



ICEBREAKERS /MIXERS

All Ages

A collection of games for kids and teens to play with partners.

LAND MINES

SUPPLIES

- Paper plates
- Markers

GAMEPLAY

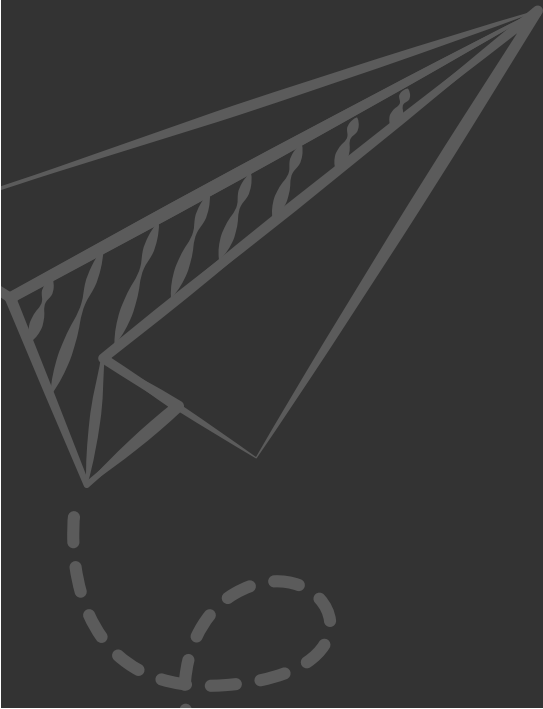
Teams, made up of two students per team, run through the playing area to pick up one “land mine” plate and act out the silly assignments listed.

Beforehand, write silly assignments on the front side of the paper plates. Spread the plates over a large playing area face down so players cannot see them.

Line up the teams behind the starting line and explain the game. On “Go,” Player One runs to a plate, picks it up, completes all the silly assignments, runs back, and tags Player Two to go for the next Land Mine. The first team to finish ten “land mines” wins!

SUGGESTIONS

- Plate Assignments
- Sing Happy Birthday
- Do a silly dance for 20 seconds
- 20 Jumping Jacks
- Lay down on the ground and make “snow angels” for 10 seconds
- Do the complete “chicken dance”
- Do 10 sit-ups
- Stand on one leg while holding hands in the air for 20 seconds
- Play a song on your leg- “Mary Had a Little Lamb”
- Look up to the sky and turn around 5 times



ICEBREAKERS /MIXERS

All Ages

A collection of games for kids and teens to play with partners.

STEPS TO THE WALL

SUPPLIES

- No supplies needed

GAMEPLAY

The entire group lines up in a single file line in the middle of the room all facing the same direction. The leader asks a series of questions with instructions, and depending upon the individual players' answers, opinions, or preferences, they take one step to the left or right. The first person(s) to reach a wall wins.

SUGGESTIONS

- If your favorite is chocolate ice cream, move left, vanilla ice cream, move right.
- Justin Bieber, move left. Taylor Swift, move right.
- Penguins, move left. Polar bears, move right.
- Surfing, move left. Skiing, move right.
- Checkers, move left. Chess, move right.
- Salt, move left. Pepper, move right.
- Pizza, move left. Tacos, move right.
- Skateboards, move left. Bikes, move right.
- If you think the world is flat, move left, if round, move right.
- If you think you can sing, move left, if you can't sing, move right.
- If you have ever been to a Disney park, move left, if you have not, move right.

MONEY BAGS

SUPPLIES

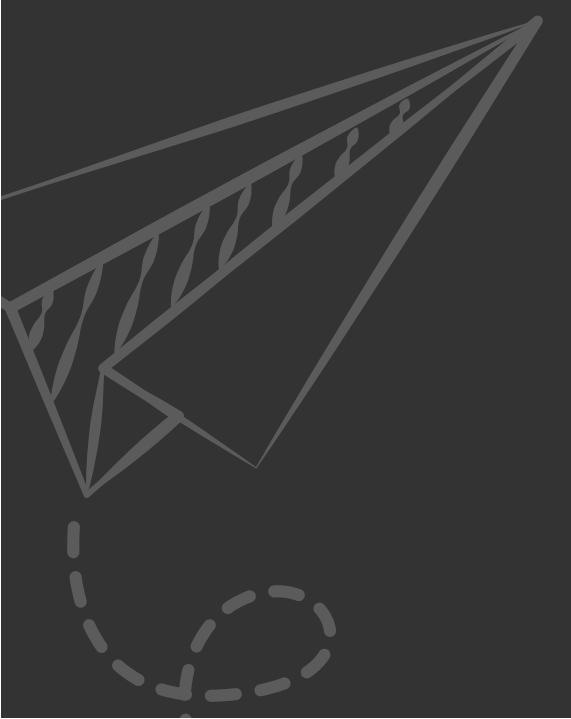
- Rolls of pennies (5 pennies per player)
- Box of sandwich bags

GAMEPLAY

Give each player five pennies and a sandwich bag. Players face-off in a single-elimination round of paper-rock-scissors. The losing player gives the winning player a penny. When a player runs out of pennies, they are out of the game. The game continues until one player is remaining.

SUGGESTIONS

The winner takes the pennies home as a prize.



UPFRONT CHALLENGES

All Ages

Upfront Challenges are games done in front of an audience.

WORLD'S LONGEST SPOON

SUPPLIES

- 2 8 ft. long PVC pipe (1/4 inch)
- Duct tape
- 2 plastic spoons (or wooden)
- 1 box of Cheerios
- 2 bowls
- 2 chairs
- Table

GAMEPLAY

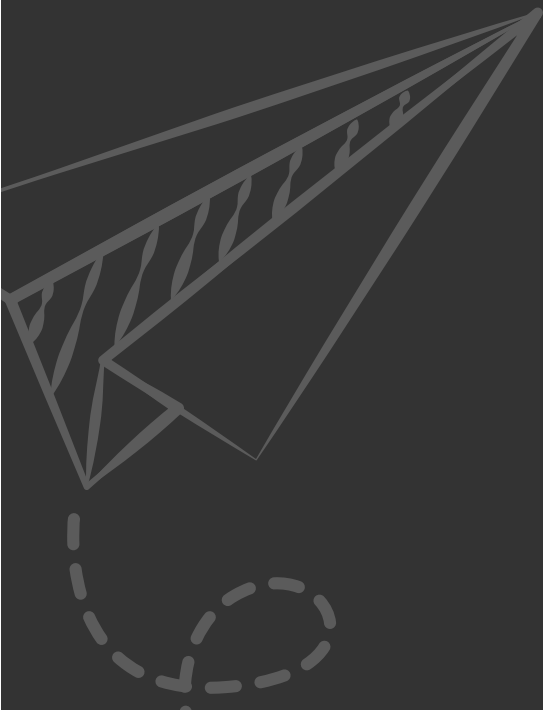
Players feed their partner using a spoon with an 8 ft. handle.

This activity involves two teams with two players on a team. Beforehand, tape a plastic (or wooden) spoon to the end of the 8 ft. long PVC pipe.

Pick two teams made up of two players per team. Ask Player One from both teams to sit at a table in front of a bowl of cereal. Give Player Two from both teams the world's longest spoon, ask them to sit on the other side of the table, and attempt to feed their partner. The first team to eat five full bites wins.

SUGGESTIONS

Tape makeup items to the end of the PVC pipe and hold a makeover session.



UPFRONT CHALLENGES

All Ages

Upfront Challenges are games done in front of an audience.

BABY BIRDS

SUPPLIES

- 2 bags of gummy worms
- 4 clothespins (Two per team)
- 4 bowls (Two per team)
- Table
- Egg timer or cellphone with timer

GAMEPLAY

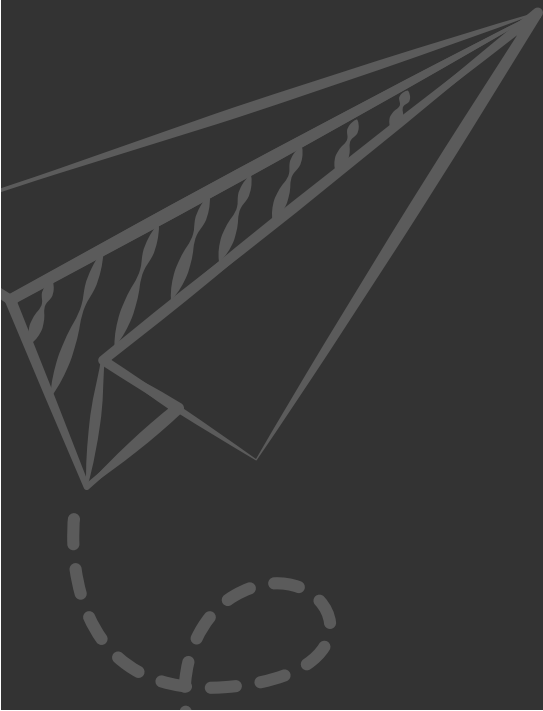
Players act like a mama or papa bird, use their beak (clothespin) to get a worm (gummy), flap their wings (arms) to bring it back, and feed the baby bird (bowl).

Place two clothespins and two empty bowls on a table. Have two teams, made up of two players, stand near the clothespins. Fill a bowl with gummy worms and place it across the stage on the other end of the playing area.

On "Go," players have sixty seconds to use the clothespins to pick up gummy worms, carry them back across the stage, and drop the worms into the bowl. The winner is the team with the most worms.

SUGGESTIONS

Players try to pick up as many worms as possible in one try.



UPFRONT CHALLENGES

All Ages

Upfront Challenges are games done in front of an audience.

SNACK CAKES ON A STAKE

SUPPLIES

- 2 wooden skewers
- 2 boxes of snack cakes
- 2 plates

GAMEPLAY

Unwrap all the snack cakes and place an equal amount on two different plates. Have two teams, made up of two players, come to the stage. Ask Player One to stand near the snack cakes and Player Two to stand a short distance away.

On "Go," Player One throws the snack cakes one at a time to their partner while they try to catch the snack cakes on the skewer using only one hand. The first team to catch all the cakes wins. If a snack cake falls to the ground, the person who threw the cake retrieves it and tries again.

SUGGESTIONS

The game works best with middle and high school students. Please use your discretion with the skewers.

RAINBOW SCOOPER

SUPPLIES

- Large bag of Skittles candies
- 4 spoons (Two per team)
- 4 bowls (Two per team)
- Egg timer or cellphone with a timer

GAMEPLAY

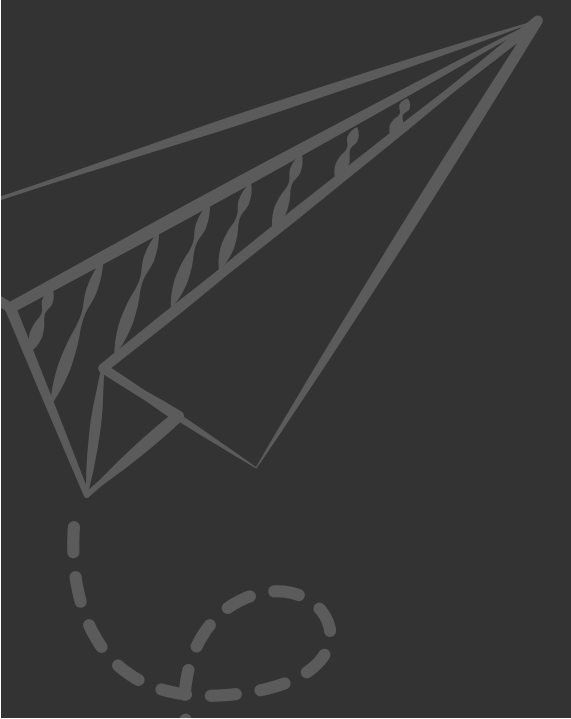
Players try to transport as many Skittles as they can from one point to another.

Place two spoons and two empty bowls on a table. Have two teams, made up of two players, stand near the spoons. Fill a bowl with Skittles and place it across the stage on the other end of the playing area.

On "Go," teams have sixty seconds to use the spoons to scoop up the Skittles, walk them back across the stage, and drop them into the bowl. The team with the most Skittles wins.

SUGGESTIONS

Ask middle or high school students to crawl back and forth, holding the spoon in their mouth.



PARTNER GAMES

All Ages

These games bring students together with other students to create some fun, bonding experiences.

PING PONG PASS

SUPPLIES

- Ping Pong Balls (One per team)
- A room with a hard floor

GAMEPLAY

Similar to the old “egg toss” game, players work to successfully pass their ping pong ball back and forth with their partner without dropping the ball.

Ask every student to find a partner and line up facing their partner with three feet between them. Teams must pass the ball without dropping it. If they are successful, they slowly take one step backward and throw it again.

Once they are a reasonable distance apart, the ping pong ball is only allowed to bounce once. If the ball bounces more than once or they drop the ball, they are out.

SUGGESTIONS

Use Glow-in-the-dark ping pong balls with Glow-in-the-dark necklaces and black lights.

FRUIT SNACK SHARING ATTACK

SUPPLIES

- Small packages of multi-colored fruit snacks (One per person)

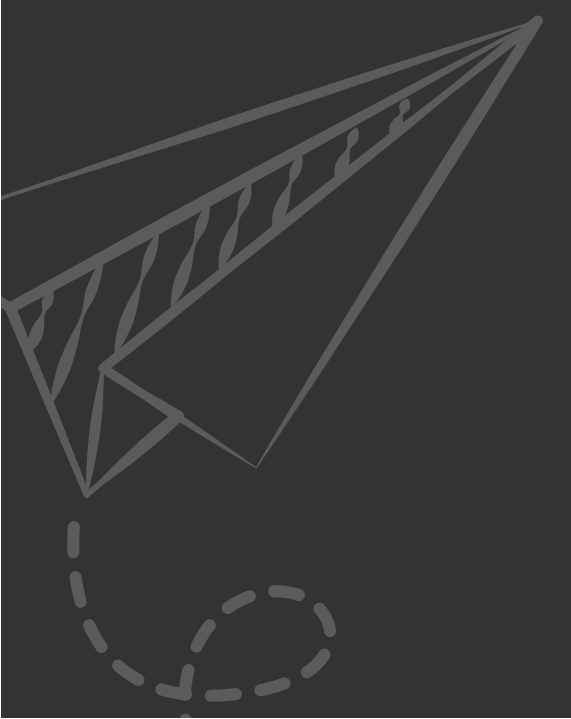
GAMEPLAY

This activity is a get-to-know-you exercise for students in a small group.

Offer each person a pack of fruit snacks. Ask students to open the package and pull out one gummy. Based upon the color, ask them to share something about themselves.

SUGGESTIONS

- Orange: What is a time you were scared? Why?
- Yellow: What is your favorite thing to do in the sun? Why do you enjoy it?
- Red: What is something that makes you angry? Why?
- Green: If you had \$1000 and could spend it on your family, what would it be? Why?
- Purple: If you could travel with your family anywhere in the world, where would you go? Why?
- Blue: In the past, what is a challenge your family faced? What good came from it?



PARTNER GAMES

All Ages

These games bring students together with other students to create some fun, bonding experiences.

HIP CHECK

SUPPLIES

- Balloons (One per team)

GAMEPLAY

Have students pair up into teams of two and put their arms around each other's shoulders to hold a balloon in place at the hips.

On "Go," teams attempt to knock down other teams' balloons while keeping the balloon in place with their hips. They are not allowed to use their hands to keep their balloon in place. If the balloon falls out for any reason, they are out.

SUGGESTIONS

Try to knock out other peoples' balloons without using their hands.

THREE-LEGGED BASKETBALL

SUPPLIES

- A basketball
- A basketball court
- Bandana/Rope (One per team)

GAMEPLAY

Players partner up and connect, like a three-legged race, while they play basketball.

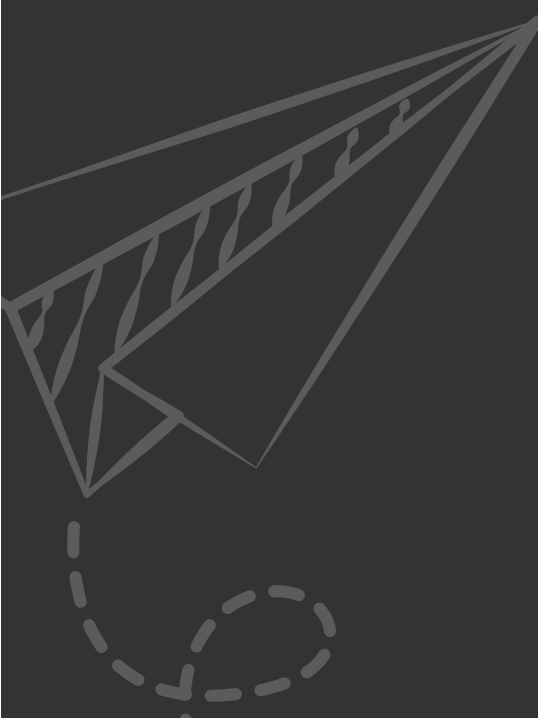
Have everyone partner up with a player of equal height and have them tie their ankles together, three-legged race style. Have teams put their arms around each other's shoulders. Assign the large group into two teams.

Players hold onto their partner's shoulders with their arms and only use their "outside hands" for dribbling, passing, and shooting.

SUGGESTIONS

Without a gym, use a playground ball and two large tubs/clean trash cans.

Play volleyball, soccer, dodgeball, badminton, or other sports with three-legged teams.



BIG GROUP GAMES

All Ages

Big Group Games are a time for students to experience the fun that happens during students-only ministry time.

REVOLUTIONARY WAR

SUPPLIES

- Ball-pit balls or small dodgeballs (One per player)

GAMEPLAY

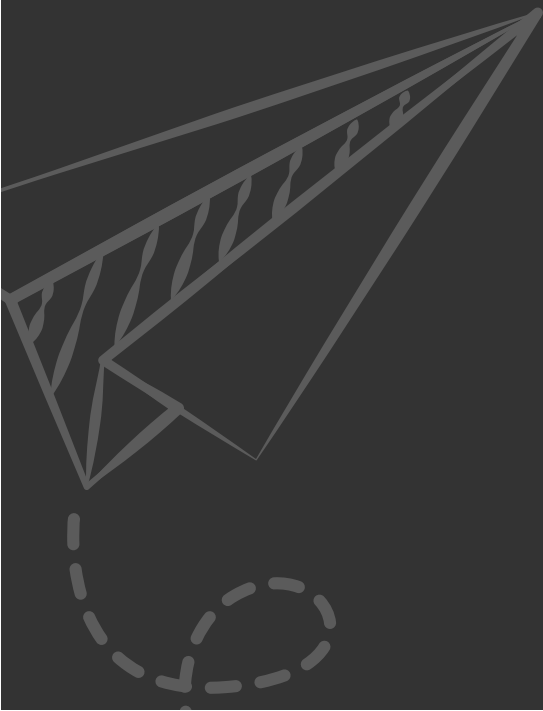
A single-throw, dodgeball-like game where players line up shoulder-to-shoulder facing the opposing team Revolutionary-war style.

Give every player a ball and divide the group into two equal teams. Have teams face each other directly by lining up along the end of a playing area. On "Go," players throw their ball at the opposing team. Players cannot move their feet, only the body. If a player gets hit anywhere, they are out.

After the first round, everyone retrieves another ball, lines up, and takes one giant step forward. They throw again. The game continues until there is only one player left.

SUGGESTIONS

If you host water games during the summer, add this game to your list. Make it messy by adding water balloons, chalk bombs, flour bombs, or throwable paintballs.



BIG GROUP GAMES

All Ages

Big Group Games are a time for students to experience the fun that happens during students-only ministry time.

FLAMINGO BATTLES

SUPPLIES

- No supplies needed

GAMEPLAY

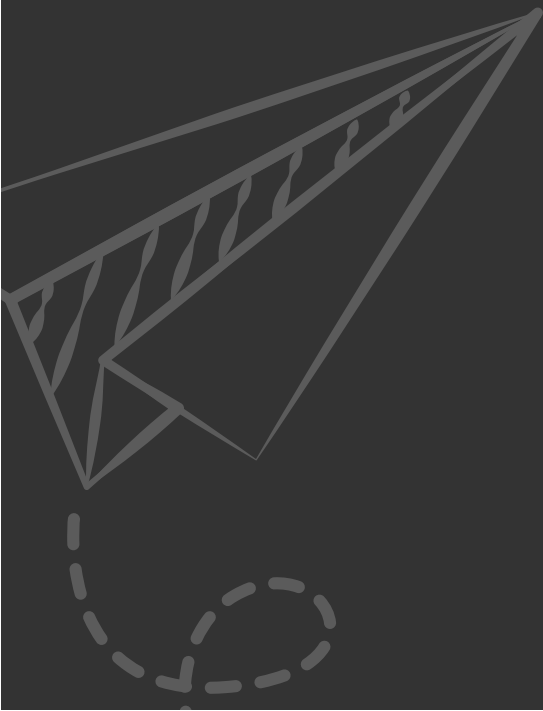
Players stand on one foot to face-off with another player in an attempt to knock them over or have them put their other foot down.

Have students partner up. Each player stands on one foot like a flamingo and faces the other student. On "Ready," they place their hand on their opponent's shoulders. On "Go," they push and wriggle the opposing player's shoulder in an attempt to make them fall over or put their foot down.

The first player to put their foot down is out. The winner finds a new partner, and the game continues until there is one player left.

SUGGESTIONS

If you host water games during the summer, add this game to your list.



BIG GROUP GAMES

All Ages

Big Group Games are a time for students to experience the fun that happens during students-only ministry time.

USE YOUR NOODLES

SUPPLIES

- Pool noodles (One per player)
- A ladder or any space with a high viewpoint

GAMEPLAY

Two teams work together to form, shape, or spell an assigned item as a group.

Give everyone a pool noodle and divide the group into two equal teams. Every member uses a noodle to create the team's assignment. The first team to finish the shape or form wins.

OBJECTS

Shapes: circle, square, triangle, star

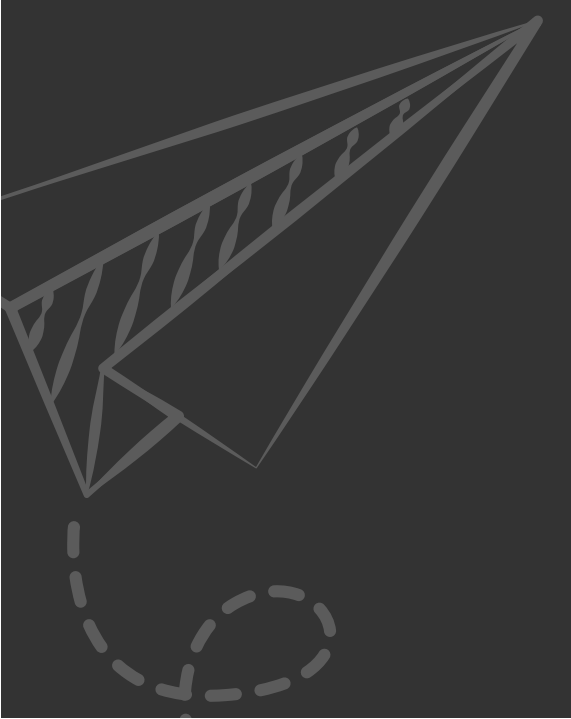
Words: hope, wow, love

Things: car, horse, tree, house, cloud

Holidays: Christmas tree, Christmas gift, American Flag, pumpkin

SUGGESTIONS

If you host water games during the summer, add this game to your list.



BIG GROUP GAMES

All Ages

Big Group Games are a time for students to experience the fun that happens during students-only ministry time.

BALLOON HEAD

SUPPLIES

- Balloons (One per player)
- Knee-High stockings (One per player)

GAMEPLAY

Players attempt to steal other players' balloons while keeping their own.

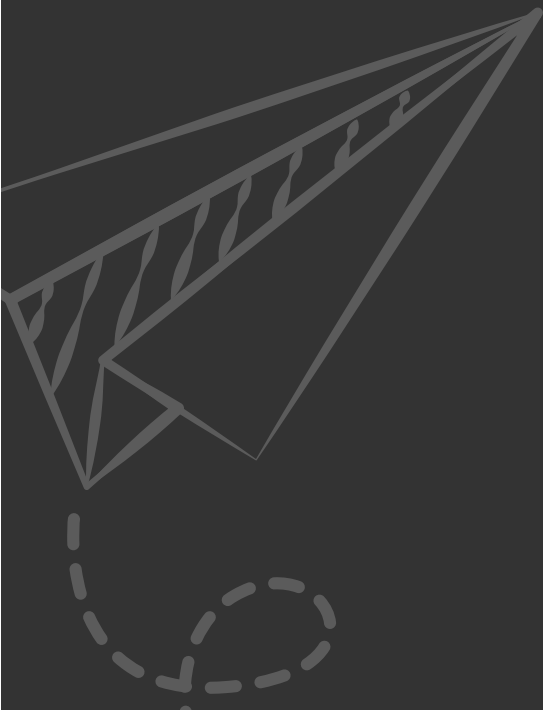
Before the game, inflate the balloons and put them in the toe area of the stocking.

Give every player a stocking filled with a balloon and ask them to stretch it over the top of the forehead. Make sure they do not cover the eyes, nose, or mouth.

Ask everyone to spread out across the field. On "Go," players attempt to pull off others' stockings. If the stocking is pulled off, they are out. Last player standing wins.

SUGGESTIONS

If you host water games during the summer, add this game to your list with water balloons.



RELAY RACE GAMES

All Ages

Each game is a spin on the classic relay race where players line up in a single file with lines facing forward.

BRING ME MY BREAKFAST

SUPPLIES

- Breakfast food items (See suggestions)
- A table

GAMEPLAY

Teams race to serve breakfast to a child or youth volunteer sitting at a table across the field (or gym).

Divide the group into teams. The number of students on each team depends on the number of breakfast items (or vice versa). On "Go," teams pass breakfast items from the back of the line to the front alternating over heads and between legs.

When the player in the front of the line receives the item, they sprint to the table and "add the breakfast item." They run back, tag the last person in line, and that person sends the next breakfast item to the front of the line.

The items should go in the order of making breakfast, e.g., First a bowl, then a spoon, then cereal, and then milk.

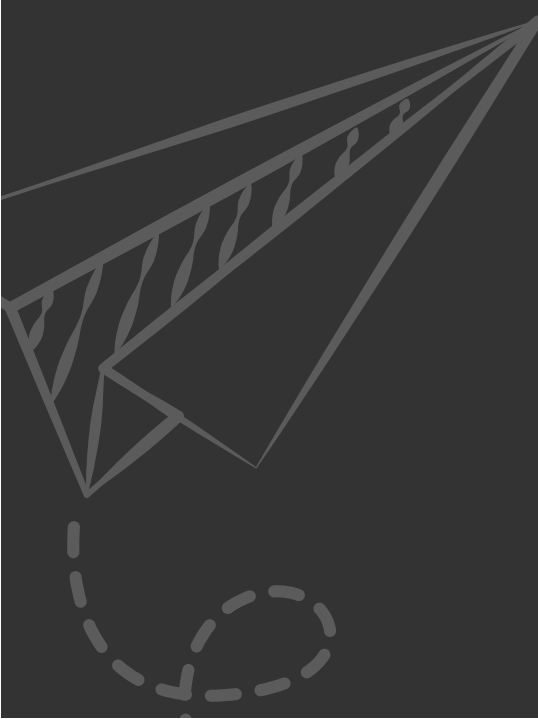
BREAKFAST ITEMS

- Plate
- Napkin
- Spoon
- Fork
- Piece of Fruit (orange, banana, five grapes passed one by one)
- Cereal Items: a small box of cereal, a spoon, a cup of milk
- Hard-boiled egg
- Pancakes
- Cup of syrup
- Butter
- Sausage links

SUGGESTIONS

Have the volunteer eat the "breakfast" as a part of the race. The first team to "cook" and "eat" breakfast wins.

Change the food to a lunch, dinner, or dessert item.



RELAY RACE GAMES

All Ages

Each game is a spin on the classic relay race where players line up in a single file with lines facing forward.

LATER SKATER

SUPPLIES

- Skateboard (One per team)
- Cones

GAMEPLAY

Players skate their way through a Slalom course zipping and zagging through cones.

Divide the group into teams. On “Go,” players choose how they “skate” their way through the course: stand up, sit down, lie down, etc. When they get to the end, they pick up the skateboard and run it back to the next player in line.

The first team to finish the race wins.

SUGGESTIONS

Use a bouncy ball with a handle, so the students bounce their way through the course.

DONUT DELIVERY

SUPPLIES

- Chopsticks (One stick per player)
- Donuts (A couple per team)

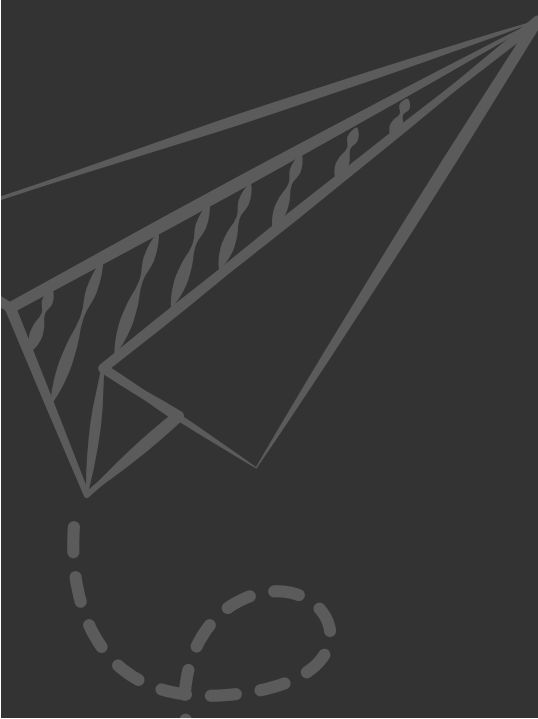
GAMEPLAY

Divide the group into teams who race to transport one donut using chopsticks.

On “Go,” the first player uses a chopstick to hold a donut. They run to a cone on the other side of the field (or gym) and back, then they pass the donut to the next player in line only using the chopstick. Replace any donut that falls or breaks with a fresh one. The first team to finish the race wins.

SUGGESTIONS

Teams get points for the number of donuts they carry on the sticks. If they take five donuts down and back and transfer all five, they receive five points. If one drops, they lose a point. The team with the most points wins.



RELAY RACE GAMES

All Ages

Each game is a spin on the classic relay race where players line up in a single file with lines facing forward.

MAKE IT FLOAT

SUPPLIES

- Dried pea, small styrofoam ball, or any small floating item (One per team)
- Gallon jugs (One per team)
- Small cups (One per team)
- Large tubs (One per team)

GAMEPLAY

Players transport water in a small cup to an empty gallon with a pea at the bottom. The first team to take the pea back to their team wins.

Fill the large tubs with water and place them at the starting line. Place the empty gallon jugs (pea inside) at the far end of the playing area. Divide the group into teams.

Ask teams to line up by the tubs with empty cups in hand. On "Go," the first player in line fills their cup with water. They rush down and empty the cup in the gallon jug. They race back and tag the next person in line. Each player takes a turn until the team's gallon jug is full, and the pea floats to the top. The player grabs the pea and races back to the team.

SUGGESTIONS

Use items with smaller openings such as empty water bottles.

