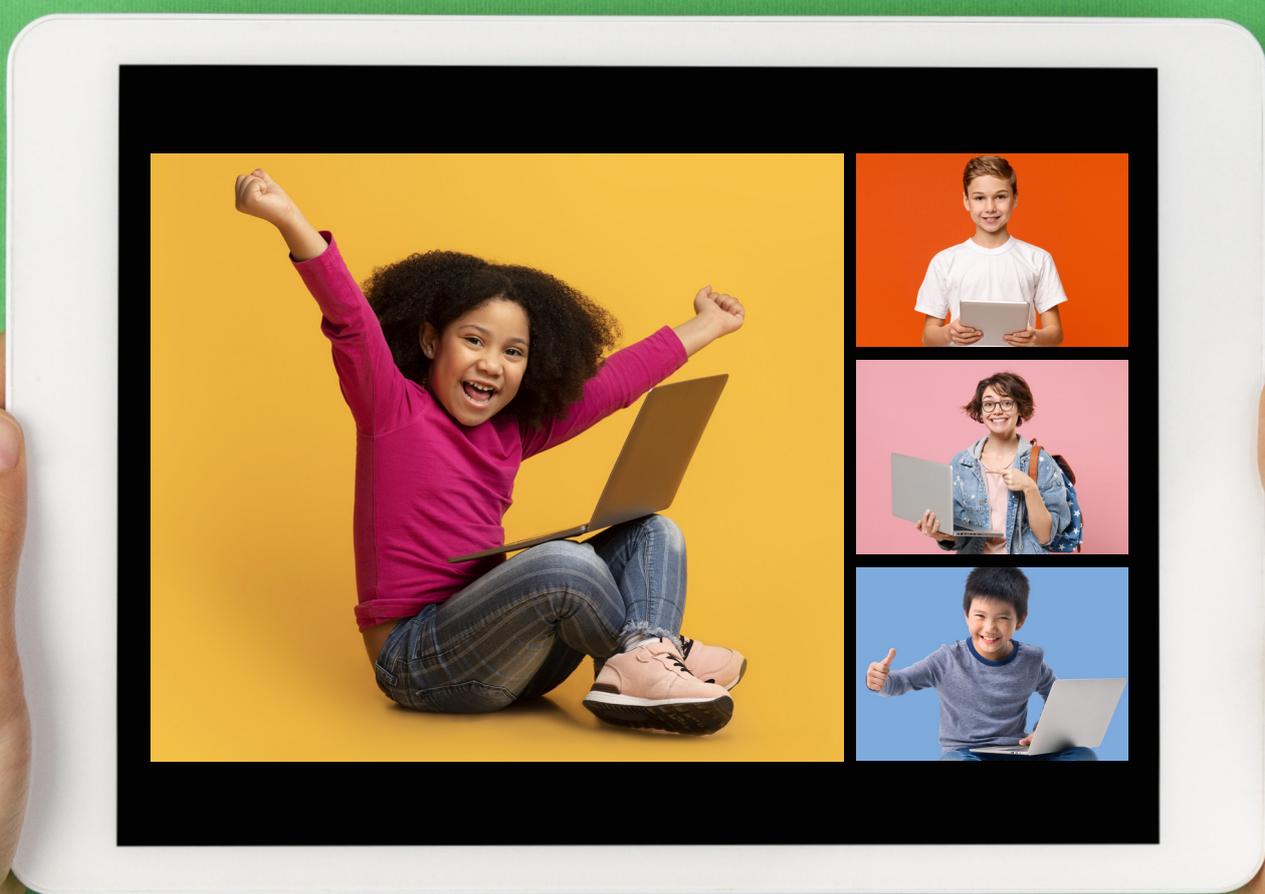


GAMES FOR CHILDREN AND YOUTH ONLINE



WELCOME

Here are some ideas for games which will work well in an online setting with your children and youth groups. Let us know how you get on or send us your other ideas to youthchildren@salvationarmy.org.uk

THE RESOURCE

Games for Children and Youth is split into the following eleven categories:

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Disclaimer: Some games included in this pack will need to be risk assessed for your own group. Some games may not be suitable for every group or situation. Remember to get any parental permissions required and to carry out sessions within The Salvation Army's 'Safe and Sound' Guidelines.



QUICK-FIRE GAMES

21 (OR ANY OTHER NUMBER)

Set the group a target number e.g. 21. One person starts the count and anyone else can say the next number, another person the next number and so on. If two people say a number at the same time, the count restarts. Make it more competitive as a group by trying to beat your existing score.

10 SECONDS / 5 SECONDS

Players have 5 seconds to name 3 things (10 seconds to name 5 things) which fit into a category of your choosing. E.g. 3 cities in Scotland, 5 types of fish, 3 songs with love in the title. Make a long list before you begin or pass the responsibility around the group so everyone has to make up the ideas.

SHERLOCK

One player leaves their screen and gives everyone time to change one thing about their appearance. When they are ready, they have to guess what each player has changed.

TWENTY QUESTIONS

One player chooses an animal, object, well known person and everyone else takes turns to ask a question so that they can guess what they are. "Yes" and "no" answers only.

WHO AM I?

Send one player away and decide on a fictional character, celebrity, cartoon character etc. The player returns and must ask questions to determine who was chosen. The rest of the players can only answer 'yes' or 'no'. Possible ideas for themes include: Celebrities / Disney characters / Sports and athletes / Children's TV characters / Fictional characters / Bible characters / Famous YouTubers.

I-SPY

Whoever is spying must only say things which are visible on everyone's screens.

YES/NO

Choose one player to be 'on'. All the group members fire questions at that person to which the answer could easily be yes or no. If they answer yes or no though, they are out and play begins with another player. Also, the player answering cannot say the same answer twice. See who can last the longest. For example: Do you have a pet? 'I have a snake.' Are your eyes green? 'I think they are.' Do you like cornflakes? 'I prefer eating Frosties.' Do you like watching football? 'No, I like basketball.' At this point the player would be out.

MAKE ME LAUGH

Who can pull the funniest face and make other members of the group laugh.

LAST LETTER

Pick a category e.g. food. One player starts by naming any food, say, pizza.

The next player has to name a food that starts with the last letter of the previously named food: so, in this case, a. Apple, for example, would work. Then the next player has to name a food that starts with E. Keep naming food until you can't name any more. Then choose a new category and go again!

GUESSING GAME

Take turns showing a small portion of a toy, household item, snack, tools, etc. over the camera and ask everyone else to guess what it is.

HANGMAN

Base it on a theme or just use as a quick intro. Either use a built in whiteboard feature or just point your camera towards a piece of paper. Think of a word and let players start guessing letters.



GET ACTIVE

INDOOR SCAVENGER HUNTS

Create some rules e.g. no duplication of items, not allowed to take device - must bring object back, no running in the house, judge's decision final.

Call out the required objects and send young people to find them around their house. The winner is the first one back.

There are lots of ways to change this game: By theme e.g.

- sports - find something round, something you could use as a bat etc
- film & tv - find a camera, find different props
- Spell a word e.g. find an object beginning with F, beginning with R, Who can be the first to guess the word - FRIENDSHIP

Also try an internet search for more Indoor Scavenger Hunt ideas.

INDOOR SELFIE HUNT

Come up with 10 interesting selfie ideas. e.g. pretending to hurdle, with a picture of someone special, with something blue and so on.

Challenge group to come back and share their photos. Award points for most creative.

Try an internet search for more Indoor Selfie Hunt ideas.

SIMON SAYS

Keep it interesting! Find some creative ideas such as 'Simon says pretend to be a fish and swim around the room' or Simon says 'meow like a cat, then, bark like a dog'.

DO THIS, DO THAT

Similar to 'Simon Says' but participants must only do the action the leader is doing when the leader says 'Do This'. If the leader says 'Do That' while doing the action and children copy they are out.

MUSICAL STATUES

Pick your favourite tunes and get the group dancing. Make sure you join in as the leader too!

CAPTAIN'S ORDERS

Tell the children the different orders they need to remember. Choose someone to be captain to shout the orders. Get some ideas for actions from a quick internet search for 'Captain's Orders'.

FOLLOW THE LEADER

Ask one person to leave the camera and choose one person to be the leader. They begin a sequence of actions while everyone else follows. The person who left has to guess who the onscreen leader is.

RED ELBOW

Shout out a body part and a colour. Children must find an object in the room that is that colour and touch it with the selected body part. For example: yellow hand - find something yellow and touch with hand, blue knee - find something blue and touch with knee.

MEXICAN WAVE

Make sure your group know the onscreen order - it may help to show on screen. Pass something - an action, a word, a smile as fast as you can around the group. See if you can beat your time by racing against the clock.

BRAIN BREAKS

Try these mind and body challenges with your groups:

- Wave your right hand left to right. Then you left hand up and down. Now both together.
- Wink your left eye and snap your right index finger and thumb. Swap back and forth.
- Rub your belly and pat your head. Swap hands over.
- Use your finger to write your name in the air. Use your other hand to write your name backwards. Can you do both at the same time?
- Roll your left shoulder/arm forwards. Roll your right shoulder/arm backwards. Can you do both together?
- Touch your right ear with your left index finger while bring your right arm in front and touching your nose. Keep swapping back and forth.



ICE BREAKERS

I'M GOING TO THE PARTY...

Create a rule such as 'you can go to the party if ...your arms are folded' or '...you say something beginning with the first letter of your name'. Depending on the size of your group let one or two others in your group know the rule by sending them a message. Make your way around the group by letting members say 'I'm going to the party and I'm taking ...'. The group leader says 'yes' or 'no' depending on if they followed the rule.

For more instructions check here:

youthgroupgames.com.au/games/i-am-going-to-and-im-bringing/

NEVER HAVE I EVER

Going in turn around the group, ask each person to say something they have never done. e.g. Never have I ever been to Spain. All those who have been to Spain should stand up. Then the next person in the group goes and so on. You can make competitive by holding out your 10 fingers and putting one finger down for every life lost.

ONE ONE TWO TWO

Give each member of the group their name: player 1 is one one, player 2 is two two, player 3 is three three and so on. The game commences with player 1 saying their name followed by another player's name so 'one one three three'. Player three then says their name followed by another players so 'three three six six' and so on. If a player makes a mistake, hesitates for too long, says anything other than their names and another player's name, then another word (as silly as you like) must be added to their name. For example, if 'three, three' makes a mistake, they could become 'three, three, penguin' and this must now be said by all the players of the game.

THE ANIMAL GAME

Instead of numbers, give players an animal with a noise to make and associated action. The first player makes their noise and action, followed by another player. That player makes their own noise and action, followed by another and so on. Keep the game moving fast. If players make a mistake, they lose a life/they are out.

More details here:

youthgroupgames.com.au/games/animal-noise-game/

TEETH TEETH

A variation of One One Two Two -

youthgroupgames.com.au/games/teeth/

WALRUS

No prep needed and lots of laughs:

youthgroupgames.com.au/games/walrus/

SAUSAGES

Choose one of the group to be 'on'. Whatever they are asked they can only answer saying the word 'sausages' now. The rest of the group fire questions at the person until they laugh or smile and are out.



GETTING TO KNOW YOU

HABITS

Have each player write down and send you one bad habit they have. Read out everyone's contributions and have the players guess which one belongs to each player.

2 TRUTHS, 1 LIE

Have every player write down two truths and one lie. Make sure you give the players enough time to think about their answers before you start guessing.

3 FACTS

Each participant sends 3 facts about themselves to the group leader. The leader reads out the facts and each player has to guess whose facts they are. Award points for each person guessed correctly at the end.

I WENT TO THE ...

Someone starts with "I went to the shop and I bought...a bunch of grapes".

Next person starts from the start and adds their own - "I went to the shop and I bought...a bunch of grapes...and a bag of crisps". Carry on for as long as you can without getting confused! Variations include adding people's names to each item bought or change the place visited. Get to know your group better by asking them to think about why they chose certain items.

SUPER SELFIE

Make sure everyone has a sheet of paper and something colourful to draw with. Ask each member of the group to think of a super power they wish to have. They need to draw themselves as a superhero (or villain!). After a few minutes, they come back together and share their self-portrait and describe their super power in detail.

signupgenius.com/church/youth-group-icebreakers.cfm

SHOW AND TELL

In advance of your next get together, ask each member to bring along something special to share. There are lots of ways to mix this up: funniest thing they can find in their house, their favourite toy, their favourite outfit, the most embarrassing family photo...

NEW SKILL OR TRICK

You may have some confident young people or set them a challenge to be prepared for next time but ask someone in the group to teach everyone else a new skill or trick e.g. counting to 10 in a different language, sign language, origami, etc.



USE YOUR IMAGINATION

PICTIONARY

Create a list or let young people make their own. Give the list a theme or go random and then get players drawing. Some platforms will let you draw on a whiteboard on screen or just get players to have paper and pens to show on camera.

Make it competitive individually or put players into teams, set a timer or let players show their artistic talent - there are so many options.

Alternatively, have you tried these variations? Feet Pictionary - players must draw with their feet (either tie the pencil with a scarf or similar or see if your group have very flexible toes)? Opposite hand - players must use their opposite hand for doing drawings?

CHARADES

As above but get players acting.

SCULPTIONARY

As above using play dough.

CREATIONARY

As above using Lego.

ACTIONARY

Combine all or some of the above into one game and roll a dice to see which option players have to do.

Try an online word generator if you're struggling for words.

GUESS THAT TUNE

Hum, la or make up your own noise and get other members of the group to guess that tune. You could send a list of songs to young people or have them create their own.

GUESS THE WORD

Send each player a list of words they need to describe to the other players without saying the word. Make it competitive by seeing how many they can get the team to guess in one minute.

Players can't say what the word begins with or how many letters; use the root word in another word or say what the word begins with or how many letters in it.

If you have time, you could include words players can't say for each word e.g. 'television' - can't say watch, picture, show etc.

TELL ME A STORY

Get one person in the group to start the story. E.g. 'Once upon a time...' They then say the name of the next person who will speak. This person adds four more words to the story and then they say the name of the next person to speak. Keep going until everyone has contributed or the story is over. Change the number of words depending on age of young people.

MR SQUIGGLE

A great drawing game where players build on each other's artwork.

youthgroupgames.com.au/games/mr-squiggle/

DESTINATION IMAGINATION

Each player thinks of a city or country they would like to visit or have visited. Then they decide upon three clues to help the other players be able to accurately guess their destination. The trick to this game however, is that they cannot say their clues out loud - they have to act them out. For instance, if their chosen place is Hawaii, they could do a hula dance. The person at the end of the game, who has guessed the most destinations, wins!

signupgenius.com/church/youth-group-icebreakers.cfm

CONTINUED....





USE YOUR IMAGINATION CONTINUED

WHAT IS IT?

Show the group an image unknown to most of them and have them come up with creative uses for it. Points for the most imaginative or those who guess the real use.

MAKE A MOVIE

Have each person represent a scene on a storyboard. Either by acting or drawing have each member add to the story.

KARAOKE

Apps, YouTube videos or Acapella? Get your group enjoying a sing-off.

ORIGAMI CHALLENGE

Make sure every group member has a piece of paper, put some instructions on screen and get modelling.

CONSEQUENCES

Use a googledoc or messaging app and ask players to write down their answer to each round before forwarding to the next player.

1. Name of person
2. An action
3. What
4. Where
5. Emotion
6. Why.

At the end of play, get players to read out their funny stories.

WHAT AM I THINKING?

Everybody needs a sheet of paper. The leader pictures an object e.g. a cookie. They must describe this to the players who all draw it. e.g. Draw a circle. Draw little bits inside it. Colour the bits brown. Pretend to eat it. The first one to shout the correct answer wins.



NEED A LITTLE MORE TIME...

PHYSIATRIST

Send someone away. Rest of the group decides a rule for answering e.g. touch face before answering, answer as favourite celebrity, must have a colour in your answer etc. The person who was sent away returns and asks the group questions to try and work out the rule.

MAFIA

If you've not played before, read the rules carefully and practice the art of story-telling. To make this work online, you'll need to send a message to each player individually to give them their role.

Check the rules here:

youthgroupgames.org/game/mafia

HYPOCRISY

How well can your group follow rules?

Check the rules of this game here:

youthgroupgames.com.au/games/hypocrisy/

MEMORY GAME

15 objects on a tray. Young people put their hands on their head. Reveal the tray and give young people one minute to memorise the objects. When times up, give them time to write how many they can remember. Make easier or harder by adjusting the number of objects or time.

CATEGORIES/ SCATTERGORIES

Everyone needs a pen and paper. Create a quick grid on the page (size depends on how many categories and how many rounds). Down the side, write down the categories e.g. sports, snacks, movie - endless possibilities. Play begins when you give the first letter, time one minute and then share answers at the end - award points for every unique answer.



GET DISCUSSING

SURVIVAL GAMES

These make for great discussion. The following links have some great packs prepared:

Moon Landing

insight.typepad.co.uk/insight/2009/02/moon-landing-a-team-building-game.html

Lost at Sea

insight.typepad.co.uk/insight/2009/02/lost-at-sea-a-team-building-game.html

Stranded on Desert Island

youthgroupgames.com.au/games/lost-on-a-deserted-island/

WOULD YOU RATHER?

(Make active by standing up or sitting down for different options)

There are hundreds of options online or ask the young people to make their own.

WORLD CUP ...

Give each member of the group something to advocate for (some may need more than one depending on the number of players - 8 or 16 works best). Draw up the rounds. Players have 30 seconds to convince the rest of the group they should win their round. Players vote and then move on to the next match.

Try some of these ideas: chocolate bars, animals, restaurants, Disney films, biscuits etc.



MINUTE TO WIN IT

The possibilities are endless. Ask your young people to come to the call with a set of equipment: paper, pens, sellotape, a ball, some books, anything else you know they would all have in the house.

Think of some different challenges in advance and then begin your competition.

What different categories can you think of? Brain Challenges, Physical Challenges, Food Challenges and so on?

- **Write something for every letter of alphabet**
- **Anagrams** - how many words can you make from 'Minute to win it'
- **One handed coin stack** - how many coins can you stack with one hand?
- **Spin the coin** - who can spin the coin the longest?
- **Wall bounce** - how many times can you bounce a ball of the wall and into bucket?
- **Biscuit munch** - Ask young people to put biscuit on their forehead tilted backwards and explain they have 1 minute to eat biscuit without using their hands.

A quick internet search will give hundreds of ideas - check for the best ones indoors and to do individually.

Note: Some challenges may need more than a minute.





QUIZZES

There are so many ideas for creative quiz rounds – have you tried any of these?

DINGBATS

FAMOUS LANDMARKS

Using Google Maps, screenshot a bird's eye view of famous places around the world.

SAY WHAT YOU SEE

CLOSE UPS

LOGOS

SPOT THE DIFFERENCE

FAMOUS QUOTES

FAMOUS FACES

CONUNDRUM

Guess the definition of an unknown word from the choices given

EMOJI QUIZZES

Check newspaper for ready-made quizzes

MOMENT IN TIME

Show an image of an historical moment and guess as much as possible

1 TO 10

Question one has one answer, question two is two-part answer, question three is three-part ... all the way up to ten

YOUTUBE VIDEOS

Name that tune, name the film

NEWSPAPERS

Check newspapers online for different up-to-date, ready-made quizzes and games to share

TES

Times Education Supplement (TES) has lots of downloadable ready-made quizzes

BUZZFEED

Buzzfeed regularly adds new quizzes (ensure you check they are appropriate)

RANDOM GENERATOR

Try a random question generator online – some let you specify ages, themes to make more appropriate

CONTRIBUTIONS

Ask each young person to send you some question suggestions so everyone contributes to the quiz



ADAPT YOUR EXISTING GAMES

With a little adapting, a lot of games you may already have at home work well online.

LINKEE

LOGO

LISTOGRAPHY

TENSION

COLOUR BRAIN

THE MIND

ARTICULATE

TABOO

CODENAMES

BOGGLE



USING ONLINE SITES

KAHOOT

An online quiz site

JACKBOX.TV

Jackbox.tv - Check appropriateness

BOARDGAMEARENA

Board games online

TABLETOPIA

Board games online

MENTIMETER

Interact with your group in a different way

APPS

Lots of apps allow for cross platform gaming meaning you can play games like Uno online

SOCIAL MEDIA

Use Social media platforms to set different challenges
- Taskmaster esq, TikTok - make sure you get the right permissions

Note: Some you will need to pay for.

GAMES FOR CHILDREN AND YOUTH ONLINE



Youth and Children's Ministries Unit
The Salvation Army

101 Newington Causeway
London
SE1 6BN

Phone

020 7367 4548

Email

youthchildren@salvationarmy.org.uk

Web

www.salvationarmy.org.uk



@youthchildrenSA