

# BE UU



**A Collection of 30 Games  
and Other Activities  
for Junior and Senior High Groups**

*by Connie Dunn and Erin J. Dunn*

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## COMMUNITY MIME

Materials: NONE

Pick a leader. The leader will mime a routine task that happens in a community, such as getting out of bed. The next person must repeat the mime and add to the mime to take it a step further. The next person must use all the other people's mimes, plus add to it. Continue until everyone has had a turn.



## GROUP STORYTELLING

Materials: NONE

Sit in a circle. Pick a leader to start the story. The leader begins a story about a made-up family. Each person has to add to it until each person has had a turn. The last person can end the story or the story can continue around the circle until someone ends it. It's really fun to add movements to whatever you've added in. Whether you've said, "cheese" make some kind of movement to go with it so that every time the story comes back to you, you can either do the same movement with the same word, or same movement different word, or something new entirely...it's all up to you dudes!



## THE MOSES GAME

Materials: Principles and Purposes Cards (see Resource)

Print the Principles and Purposes on Card Stock and cut them out. These will be used by GOD to create the message to deliver to MOSES and the people.

### GAME DIRECTIONS:

Teacher chooses one person to start: This person is GOD.

Everybody must sit in a circle, except for GOD. GOD is drawing a card from the PRINCIPLES AND PURPOSES and forming his/her message to deliver to MOSES. At the same time, the people in the circle are the TOWNSPEOPLE.

The TOWNSPEOPLE are choosing roles, such as soothsayer, baker, butcher, town fool and other roles.

GOD explains that night has fallen and that the TOWNSPEOPLE are about to receive an important messenger, called MOSES. GOD tells the TOWNSPEOPLE to sleep. There is to be NO SPEAKING or PEEKING at the surrounding people.

GOD, then silently, taps the chosen MOSES on the head three times. GOD says that morning has broken and that MOSES has come. But none of the TOWNSPEOPLE know who it is. The chosen MOSES is not allowed to reveal himself/herself. The TOWNSPEOPLE argue over who the MOSES might be.

GOD after awhile says, "Night has fallen. It is time to sleep. And when you awaken, MOSES shall come to deliver my message".

GOD then, silently taps MOSES on the shoulder and whispers the message into MOSES' ear.

GOD, then says that morning has broken and MOSES has come. The chosen MOSES then stands up and says, "I have a message."

The chosen MOSES then moves from his/her spot to a different spot and whispers GOD'S message into the person's ear on his/her right. That person then spreads the message to the next person on his/her right. The message may not be repeated! When the message reaches the last person in the circle, that person must stand up and share the end message with the TOWNSPEOPLE. This person must then exclaim, "I am God!" This person becomes GOD and the game is repeated.

See **RESOURCES**

## **Resources**

### ***Principles and Purposes Cards:***

<b>We believe each and every person is important.</b>	<b>We believe all people should be treated fairly and kindly.</b>
<b>We believe we should accept one another and keep on learning together.</b>	<b>We believe each person must be free to search for what is true and right in life.</b>
<b>We believe all persons should have a vote about the things that concern them.</b>	<b>We believe in working for a peaceful, fair, and free world.</b>
<b>We believe in caring for our planet earth, the home we share with all living things.</b>	

## WHAT'S THE TRUTH?

One person stands in the circle and says three things about himself/herself, but one of the things should not be true.

*For example, I like the color red; I can speak French; and I like George Bush.*

*One of these things is not true, which one is it? NOTE: Try to make your lies and truths not obvious, so it is a challenge to the group.*

One at a time, the participants voice their accusations of what is true and what is not. The person in the middle may not reveal the answers until the last person in the circle has stated their accusations.

Then, the person in the middle tells what the lie was. Another person then stands up and tells their truths and lies.

## **ARGUING FOR TRUTH**

Pick three people to be Judge, Defendant and Attorney. The rest of the group will be the Jury.

The Defendant must pick a crime from the following list: Lying, Disrespect, Use of Demeaning or Derogatory Language.

The Judge will preside over the court and will allow the Attorney to present the case.

The Attorney must use **POWERFUL LANGUAGE** to argue his client's, the Defendant, case. The Attorney may confer with the Defendant once before he begins his argument and once during his argument if the judge will allow the break.

The Jury will confer and give the verdict of **GUILTY** or **NOT GUILTY** based on the arguments of the Attorney.

Depending on time, you may repeat this exercise until each person has had a turn as the Attorney.

## HOW DO I RESPECT THEE?

This activity is a role-play activity. Select or get two volunteers to start.

Here's the role-play situation: The two people dislike each other intensely, but they are in a car and traveling to an unknown destination. The object is for the two to come to a respectful compromise. However, each person must end each sentence with ***FEATHERBRAIN!***

Everyone should be given an opportunity to play.

PROCESSING:

Sit in a circle and pass a talking stick/object. Discuss how this activity made you feel about respect.

## **ADVERTISEMENT POSTERS FOR YOUR YOUTH GROUP**

Materials: Poster board, markers

Create a slogan that advertises your youth group and a visual that goes with that slogan. If you have a large group, divide into smaller groups for this activity.

Once you have created a poster(s) for your youth group, hang it in a prominent area! See what sorts of response you get from those who see your poster. You may want to consider doing this project again and creating many posters and post them out in the community where you live rather than keep them hidden away in your church community. If so, remember to put contact information and the time your youth group meets, as well as the address.

## IT'S THE LAW

Pick three people to be Judge, Defendant and Attorney. The rest of the group will be the Jury.

The Defendant must pick a crime from the following list: Stealing, Speeding, Violence against another.

The Judge will preside over the court and will allow the Attorney to present the case. But the Judge has final say over the punishment

The Attorney must discuss the case with the Defendant. However, it is the attorney who will present the case to the judge and jury.

The Jury will confer and give the verdict of GUILTY or NOT GUILTY.

The Judge will then decide what the punishment should be.

Try to repeat this exercise so that each person gets a chance to play all parts.

### ***Processing/Sharing:***

Pass the talking stick around the circle and allow everyone to discuss how this exercise felt to them and what they will leave with.

## WHAT GENDER AM I?

Materials: Cards from RESOURCES (make sure you have enough for everyone. You might copy more than one set. Print on cardstock, cut apart.)

NOTE: This activity is meant to acquaint youth with all gender and sexual orientations and helps them identify as something other than what they are.

Hand out the cards (see RESOURCES), making sure that everyone must play a role other than what they are. (NOTE: If you don't know someone very well, you may need to ask. The object is to give a different experience.)

Give about two or three minutes for participants to take on their new roles. Using the discussion questions above, begin your discussion again.

Add another round, so that everyone can guess the others roles. Write down their answers, so when the roles are revealed, the group can see what they really know about genders and sexual orientation.

Last round, everyone reveals their card identity.

### ***Processing/Sharing:***

Pass the talking stick/object around asking the participants to discuss what views did they come into the exercise with and what different perspective did they learn.

### ***Resources:***

<b>I am a Bisexual Female.</b>	<b>I am Lesbian.</b>	<b>I am a Heterosexual Female</b>
<b>I am a Bisexual Male.</b>	<b>I am Gay.</b>	<b>I am a Heterosexual Male.</b>
<b>I am a Transgendered Male.</b>	<b>I am a Transgendered Female.</b>	<b>I am a Questioning Male.</b>
<b>I am a Questioning Female.</b>	<b>I am Lesbian.</b>	<b>I am Gay.</b>
<b>I am a Bisexual Female.</b>	<b>I am a Bisexual Male.</b>	<b>I was born with both genitalia.</b>
<b>I was born with indistinguishable genitalia.</b>	<b>I am a Heterosexual Male.</b>	<b>I am a Heterosexual Female.</b>
<b>I was born with both genitalia.</b>	<b>I was born with indistinguishable genitalia.</b>	<b>I am a Questioning Female.</b>

## **BE YOU**

Have each participant think about a character. It can be who they want to be or a person that they know—famous or otherwise.

Each person gets in the center of the circle and while in the character they've taken on, tells us about the character.

When each person is finished, she or he should bow and say: "As the wise frog says, I am because I am."

The group responds: "Be you!"

## I LOVE YOU SO

NOTE: This is based on a common youth song sung at many youth events. A version has also been sung by adults at gatherings, as well. (Words based on an old folk song.)

One person stands in the center.

Each person in the circle takes a turn saying:

***“Good Friend, Good Friend. Let me tell you how I feel. You have given me a treasure. You are \_\_\_\_\_.”***

Then, the group chants:

***I love you so.***

And the next person in the circle takes a turn saying:

***“Good Friend, Good Friend. Let me tell you how I feel. You have given me a treasure. You are \_\_\_\_\_.”***

Chant, Next Person, etc. until you have gone around the circle.

The group chants:

***“Good Friend, Good Friend. Let me tell you how I feel. You have given me a treasure. I love you so.”***

Then change people in the center and repeat until everyone has had a turn being in the center.

## THE STEALING GAME

This is a role-playing game. Select individuals to play the characters. You need at least one of each.

Here are the characters:

Person Who Robs (Thief)

Police Officer

Cashier

Bystander

Witness

The Cashier is arguing with the Witness over the price of a product when the Thief steals an item. The Bystander sees the Thief take the item and yells, "Stop Thief!"

The Police Officer standing nearby stops the thief and reads him/her his/her rights.

The Cashier is then told by the Police Officer to press charges or make the thief pay for the item.

POINT OF GAME: See the consequences.

AFTER THIS ROUND process/share in the circle to see how it made everyone feel to be in the role he/she played.

If time allows it, play the game again and again allowing everyone to be in the role he/she desires.

## THANK YOU VERY MUCH

NOTE: This activity involves the giving and receiving of food. Make sure that you know who has what allergies before you purchase candy.

Material: A bag of wrapped candy, preferably something like chocolate kisses or miniature Hershey bars. However, if someone has an allergy to chocolate, you'll need to make a different choice. You'll need to have a lot of candy. (Read the activity first, so you can gauge the amount based upon the number of kids. You can substitute any sort of food item. However, due to health issues and germs in handling these items, ONLY use wrapped items.)

Put the candy in a basket or dish, so it will be easy to pass around.

TO PLAY:

Sit in a circle.

Select one person to start. This person stands in the center.

Hand out one piece of candy to all remaining participants.

Go around the circle. The first person stands and hands his/her piece of candy to the center person.

The center person says, "Thank you very much."

The next person in the circle stands and hands his/her piece of candy to the center person.

The center person says, "Thank you very much."

And this is repeated all the way around the circle.

When everyone has given his/her piece of candy to the center person. The center person says, "Thank you all for giving me these gifts." He/she then chooses the next person to be the center person.

That person stands in the center.

Hand out one piece of candy to all remaining participants.

Go around the circle. The first person stands and hands his/her piece of candy to the center person.

The center person says, "Thank you very much."

And, again, it is repeated around the circle until all the people in the circle have given his/her candy to the center person. The center person then says, "Thank you all for giving me these gifts." He/she chooses the next person to be the center person...and you repeat it over and over again, until everyone has been the center person.

## TRUTH OR LIE

Sit in a circle. One person starts. They stand up and make a statement. The statement is either the TRUTH or a LIE.

Each person in the circle yells, "TRUTH" or "LIE," based on what the statement was and whether or not he or she thinks it was the truth or a lie.

For example, I might say, "I like to eat apple pies." The people in the circle would answer based on whether they believed me or not. Of course, I DON'T like apple pies, so the correct answer would be LIE. (Everyone knows I'm such a silly liar! \*wink\*) But not all statements are that easily discerned, such as, "I'm wearing blue polka dot underwear." It could be true, but it could be a lie. Whereas, other things are obvious lies, such as, "I'm president of the United States." That, of course, would be a lie unless you really were and then write me a letter!

## **THE RUMOR MILL**

Sit in a circle. Have one person start. Tell something one time, you may not repeat it. That person must tell it to the next and the next until it makes it all around the circle. Then the person that started the rumor has to tell what the real rumor was. "I.E. Bobby wears pink underwear." And the message spreads and might turn in to, "I.E. Bobby has pink elephant hair!" This is a game that no one will want to stop!

## ‘TIS A GIFT TO BE SIMPLE

Materials: Sweaters, shawls, scarfs, jackets and other clothing items easily put on and taken off

The Shaker tune *Simple Gifts* uses the words:

*‘Tis a gift to be simple,  
‘Tis a gift to be free  
‘Tis a gift to come round where we ought to be  
And when we find ourselves in the place just right  
‘Twill be in the valley of love and delight.  
When True simplicity is gained,  
To Bow and to Bend, we shan’t be ashamed.  
To turn, turn will be our delight,  
‘Til by turning, turning, we come round right.*

Start this activity by singing the song.

Sit in a circle. Start with one person, who comes to the center.

Each person takes a clothing item. In turn, they each name something in the person’s life such as: school, chores, friends, books, activities (be specific, if possible), memories, pets, other responsibilities. As each person names the item, they put the item of clothing around the person’s shoulders. Until he or she has been burdened by all the clothing from all the people in the room.

The person in the center then states: “I don’t need \_\_\_\_\_.” And for each item they can name (does not absolutely have to match the ones people have stated) they may remove the extra clothing.

Everyone sings:

*When True simplicity is gained,  
To Bow and to Bend, we shan’t be ashamed.  
To turn, turn will be our delight,  
‘Til by turning, turning, we come round right.*

While the people in the circle are singing, the person in the center is turning and spinning and all the extra clothing they couldn’t remove falls off. And while they are dizzy from spinning and turning, they pick the next person.

Repeat until everyone has had a turn to be in the center.

## **DESPERADO'S LIMITS**

NOTE: This game needs plenty of space. Either play outdoors or make lots of room inside by moving all the furniture out of the way. Be sure to remind participants that the object of the game is not to hurt anyone. CAUTION the teams that ramming the other team can be dangerous and is NOT part of the game. While this could be seen as a game of strength, try to encourage participants that it is more a game of strategy and remind them more than once NOT to hurt anyone. Especially with older children and teens, this activity could be potentially DANGEROUS.

Divide into two teams. Team 1 is the aggressor and will try to break through the limits of Team 2, the defenders. Team 2 will try to keep Team 1 from passing its limits.

If Team 1 breaks through the limits or if 2 minutes have passed, STOP the action.

Sit in a circle. Pass the talking stick/object and ask: "How did this exercise make you feel?"

Have the participants notice the difference in responses in the aggressors and the defenders.

Keep the same teams and make Team 1 the defenders and Team 2 the aggressors. Repeat the exercise, including the circle part.

## PRIORITY GAME

Materials: One set of cards from RESOURCES.

NOTE: Move all the furniture so that you have a large open space.

PLEASE UNDERSTAND: The cards have things that commonly happen to people during life. They don't always happen to everyone, such as "Go to Jail." The object of this activity is to gain an understanding of life events and prioritizing. For example, if you don't want to go to jail, what sorts of decisions or priorities must you have.

HOW TO PLAY:

STEP 1: Give each person one card, but ask them not to look at it. Then, tell the group that they should find a place to stand in the room and that they should scatter out and not bunch up into one place. (NOTE TO FACILITATOR: Do NOT tell them that they are going to be standing on a time line continuum between birth and death!)

STEP 2: Now, explain that one end represents birth and the other end represents death. (NOTE TO FACILITATOR: Choose which end is which. You might base that on where the kids are standing. For example, if they are mostly at one end, make it DEATH.)

STEP 3: Now, tell the participants that they should notice where they are standing along the time continuum and read their cards. (NOTE TO FACILITATOR: Take some time with this portion of the game to make sure they've all had a chance to read and for the participants to make comments...hopefully this will be a fun activity.)

STEP 4: Next, have the students choose where on the time continuum that they'd like to stand based on the card they've been given.

*You may want to repeat this game several times, depending on time...but don't forget the last step when you are finished playing.*

STEP 5: Process this activity by gathering in a circle and passing a talking stick/object around. DO NOT ALLOW ANYONE to comment on what another is sharing. Allow someone the opportunity to pass, if they do not wish to share.

QUESTIONS for PROCESSING:

1. How did you feel when you read your card.
2. What did you learn about life?
3. What will you take away from this activity?

**Resources**

<b>Get a Job</b>	<b>Drink a Beer</b>	<b>Get a Pet</b>
<b>Have a Baby</b>	<b>Learn to Drive</b>	<b>Cook Food</b>
<b>Go to College</b>	<b>Get Your Nose Pierced</b>	<b>Birthday Celebration</b>
<b>Get Married</b>	<b>Dye Hair Strange Colors</b>	<b>Go to Day Care</b>
<b>Start Dating</b>	<b>Go to High School</b>	<b>Graduate High School</b>
<b>Kiss Someone</b>	<b>Eat Solid Food</b>	<b>Go to Elementary School</b>

<b>Have Sex</b>	<b>Make a Cake</b>	<b>Go to Middle School</b>
<b>Smoke a Cigarette</b>	<b>Drink from a Baby Bottle</b>	<b>Confront a Bully</b>
<b>Get a Promotion</b>	<b>Say No to Drugs</b>	<b>Graduate from College</b>
<b>Buy a House</b>	<b>Buy a Car</b>	<b>Get a Credit Card</b>
<b>Send your Kid to College</b>	<b>Get a Hering Aid</b>	<b>Go to a Nursing Home</b>
<b>Walk with a Cane</b>	<b>Turn 100</b>	<b>Turn 21</b>

<b>Turn 16</b>	<b>Turn 13</b>	<b>Have your 1<sup>st</sup> Birthday</b>
<b>Get Born</b>	<b>Take your 1<sup>st</sup> Step</b>	<b>Crawl</b>
<b>Say your 1<sup>st</sup> Word</b>	<b>Make a Will</b>	<b>Choose your Church</b>
<b>Learn about Church</b>	<b>Have a Career</b>	<b>Become Spiritual</b>
<b>Respect Others</b>	<b>Stop Driving</b>	<b>Find a Life Partner</b>
<b>Have Your Diaper Changed</b>	<b>Change a Diaper</b>	<b>Brush your Teeth</b>

<b>Lose a Tooth</b>	<b>Get Braces</b>	<b>Get False Teeth</b>
<b>Learn Fairy Tales</b>	<b>Learn Times Tables</b>	<b>Make Financial Decisions</b>
<b>Go Bankrupt</b>	<b>Buy Stocks and Bonds</b>	<b>Go into the Military</b>
<b>Be Left Alone</b>	<b>See "R" Rated Movies</b>	<b>See "PG-13" Movies</b>
<b>Change Careers</b>	<b>Get a Divorce</b>	<b>Get an Apartment</b>
<b>Find a Friend</b>	<b>Go to Juvenile Detention</b>	<b>Go to Jail</b>

## **HONESTY-DISHONESTY ROLE PLAY**

NOTE: This is a role-playing activity.

Materials: Signs from Resources, Deck of Cards

Move all the furniture out of your space. Around the perimeter place three chairs in three places. On the chairs, paste signs that read: Choice 1 or Choice 2 or Choice 3 (see RESOURCES).

LEADER READS: In this activity, you are a 13-year old girl named, Chandra. A football player, called Bull, asks Chandra to allow him to copy her homework. Chandra likes Bull. Bull tells her that if she lets him copy her homework, he'll invite her on a date.

Choose one of these choices by going to the correctly marked chair.

CHOICE 1: CHANDRA LETS BULL COPY HOMEWORK

CHOICE 2: CHANDRA TELLS BULL THAT SHE WON'T LET HIM COPY

CHOICE 3: CHANDRA TELLS BULL THAT COPYING HER HOMEWORK WOULD BE CHEATING, BUT THEN PURPOSELY LEAVES HER NOTEBOOK WITHIN HIS REACH

NOTE: Have the participants make their choice. HAND OUT CARDS to each participant.

### **RESULTS**

LEADER SAYS: Look at your card.

LEADER: Then read the following results for those with each category of card:

**CHOICE 1 RESULTS:**

**FACE CARD:** Chandra lets Bull copy her homework. He asks her on a date. Bull doesn't have a driver's license yet, but his big brother, Roger, does. Roger is driving. Chandra's parents trust her and have allowed her to go on this date, because Roger looks old enough to be responsible. But Roger drives back to their house and gives Bull the keys. Bull is driving and gets stopped for running a stoplight. Since he has no driver's license and no way to prove the car is his, the policeman assume the car has been stolen and arrest them both. Chandra's parents get a call to come pick her up from juvenile detention.

**BLACK NUMBER CARD:** Chandra lets Bull copy her homework. But he lied about taking her on a date. Instead, he tells everyone on the football team that Chandra will do their homework, so all the football boys are calling her to copy homework. She is suspended from school, because the principal believes she is cheating.

**RED NUMBER CARD:** Chandra lets Bull copy her homework. He takes her on a date, but he flirts with all the other girls he can find. Chandra has a terrible time. When she returns to school, Bull has spread a rumor about Chandra being "Easy." None of her friends want to be seen with her. The school counselor calls her in for a discussion.

**CHOICE 2 RESULTS:**

**FACE CARD:** Chandra won't let Bull copy her homework. Instead, Bull steals her homework. He copies it in his own handwriting and throws her homework away.

**BLACK NUMBER CARD:** Chandra won't let Bull copy her homework. Bull and some of his buddies grab Chandra and pull her into the boy's bathroom. Against her will, they force alcohol and drugs down her. Before the next class, they release her. Chandra is expelled from school, because she is obviously intoxicated, which is against school student behavior policy.

**RED NUMBER CARD:** Chandra won't let Bull copy her homework. Bull spreads a rumor that Chandra is a cheater. The principal pulls Chandra into his office and she is put on academic probation due to this rumor.

**CHOICE 3 RESULTS:**

**FACE CARD:** Chandra has purposely left her notebook where Bull can take her homework and copy it. He does. He even asks her on a date. But then he stands her up.

**BLACK NUMBER CARD:** Chandra has purposely left her notebook where Bull can take her homework. He not only takes her homework and copies it, but he throws her notebook in the trash, which results in her not having her homework to turn in.

RED NUMBER CARD: Chandra has purposely left her notebook where Bull can take her homework. But he passes it around to all the football players. Since all their homework looks alike, they are all accused of cheating and all suspended from school.

#### PROCESSING/SHARING

NOTE: Give every participant a chance to voice how they felt given the results. Talk a bit about how life is very much like a deck of cards, and you never know what the results might be. You simply choose the best choice based on the information you have and the ethics that you possess.

ASK the group if they'd like to make a DIFFERENT Choice. (Same scenario)

Take up the cards; let them make their choices. Then, deal them out again.

#### RESULTS

##### CHOICE 1 RESULTS:

FACE CARD: Chandra lets Bull copy her homework. He takes her on a date and tells everyone that Chandra is his new girlfriend. However, Bull expects his *girlfriend* to continue letting him copy her homework.

BLACK NUMBER CARD: Chandra lets Bull copy her homework. He invites her on a date, but stands her up.

RED NUMBER CARD: Chandra lets Bull copy her homework. He doesn't ask her out. But when he wants to copy her homework again, he promises to ask her out again and make it up to her that he didn't ask her out before.

##### CHOICE 2 RESULTS:

FACE CARD: Chandra won't let Bull copy her homework. He doesn't ask her out. She later learns that Bull is a good student and only needed her help that once. But he never speaks to her again.

BLACK NUMBER CARD: Chandra won't let Bull copy her homework. Her best friend lets him copy hers and Bull and her best friend begin dating.

RED NUMBER CARD: Chandra won't let Bull copy her homework. He tells everyone that Chandra is a *goody twoshoes* and no guys will ask her out. She believes her life is ruined!

##### CHOICE 3 RESULTS:

FACE CARD: Chandra purposely leaves her notebook where Bull can get her homework. Bull doesn't take her notebook, instead he leaves it where she left it. It is lost and she doesn't have her homework to turn in.

BLACK NUMBER CARD: Chandra purposely leaves her notebook where Bull can get her homework. Before Bull can copy her homework, her best

friend advises Bull that she'll just take her notebook back to her. He gives it back. She never hears from him again.

RED NUMBER CARD: Chandra purposely leaves her notebook where Bull can get her homework. Other football players come up and notice Chandra's notebook and steal her homework. They copy it and destroy her notebook. Bull is too embarrassed to ever speak to her again. Chandra has no homework to turn in.

**Resources:**

(see signs on next 3 pages)

# CHOICE 1

# CHOICE 2

# CHOICE 3

## **THE STAR GAME**

If you have a big group, divide up into teams of two or three.

Team 1 or Person 1 begins by choosing the name of a constellation. She or he/group then writes it on a piece of paper that is kept secret from the other teams or people playing the game.

The other teams or people must guess the constellation. To help them figure this out, the first team/person must act out something that will give the other teams/people a clue to what constellation it is.

After a certain length of time if no other teams/people have figured out the constellation, the team/person reveals the answer by turning over their paper, which has been kept secret until this time.

Depending on how many people you have playing and the length of time it takes to play each round (a round equals when each person or team has had a turn), you may play several rounds. You can change it slightly by choosing planet names.

## QUANTUM LEAP FROG

Everyone sits in a circle. There is one virtual frog that leaps. Have the participants describe this frog, allowing each student to add some feature. Try to summarize the description of the frog (NOTE: This can be quite humorous, especially if the participants have given your frog some unique features. It isn't important to be accurate or anatomically correct. Let them have some fun with this.)

Next, discuss the rules.

### *Rules for QUANTUM LEAP FROG*

1. *QUANTUM LEAP FROG* is played silently. No one can talk. Laughing is acceptable, giggling should be tolerated.
2. The *FROG* cannot leap more than three times, which is called the *POWER OF THREE*.
3. All participants must sit with palms up on their knees. And the first person decides which direction the *FROG* will leap. Participants must slap their hands in order for the *FROG* to leap. Therefore, a slap on the right hand once means the *FROG* leaps to the right one person. If the person slaps twice, the *FROG* leaps to the right two people. Or if the person slaps to the left, then the *FROG* leaps to the left by the number of times she or he has slapped her own palm. (NOTE: Maximum of three slaps person.)
4. You may not leap the *FROG* in a different direction until the *FROG* has leaped around the circle three times, which is the *POWER OF THREE CIRCLES*.
5. You may choose to *QUANTUM LEAP* the *FROG* by taking both hands, clapping them together in a sort of prayer-like manner in a horizontal line toward anyone in the circle. (NOTE: To refuse to accept the *QUANTUM LEAP*, the participant must use the *CHICKEN HAND* [put thumb to nose with fingers straight up and wiggling them...this can be done with either hand].)
6. If the *QUANTUM LEAP* has been refused, the person with the *FROG* must come to the center along with the *CHICKEN* (person who refused). The *CHICKEN* squats and the *FROG* leaps over and they sit down in the opposite seat. And the game resumes with the *FROG* remaining with the same person and the same choices of leaping exist.

## VIRTUAL UNICORN

Sit in a circle. Appoint someone to be the leader. Each person must think about what her or his own *VIRTUAL UNICORN* would look like.

The leader turns to the person on his or her immediate right and guesses what that person's unicorn looks like.

For example, she/he might say, "Your virtual unicorn is purple with a green horn, six legs and a silver tail."

The person whose virtual unicorn is being described then responds with how many things were described correctly.

For example, he/she might say, "You've got one thing right."

Now, this person (the one whose virtual unicorn has just been described) must turn to the next person on his/her immediate right and describe that person's virtual unicorn.

It continues around the circle. When the leader takes his/her next turn, he/she must decide what item(s) doesn't fit and add new ones. This continues around the circle until everyone's *VIRTUAL UNICORNS* have been described correctly.

## **BUILD AN ARK**

Materials: Large and small cardboard pieces, enough to build an ark that people can climb into; enough rolls of duct tape so that each person has their own roll and maybe extra rolls, if you have a small class; markers; scissors that are heavy duty enough to cut cardboard

Directions: Using the materials at hand, build an ark.

FACILITATOR NOTE: This activity is a good community-building project. You might want to use the building time as a discussion time, as well. This activity might take up more than the rest of the class time. In fact, you may find that they like this so much that they want another activity like this!

Other activities like this: Building a fort, building a car, building a robot, ect. All of these can be done out of cardboard, duct tape and other junk! Great party idea too!

## THE MACHINE

Materials: NONE

Pick a leader. The leader starts a movement, such as moving an arm back and forth. The next person must figure out how to add themselves to the movement. And the next person must do the same until the entire group is included in the movement of THE MACHINE.



## WHAT IS IMPORTANT TO ME

NOTE: This is an activity that requires being outside on a playground or in a large open space.

RULES: Divide into two groups. Have the two groups face each other. One group begins. You can select the group by having the two groups individually select a number between 5 and 10. As leader, you choose a number between 5 and 10. When the two groups tell you their selection, the one getting the closest can be the group to start.

Each group must make some group decisions:

**Group 1 (the group that starts):** This group must decide what they will choose as important. Then, they will chant it in the following way (similar to Red Rover, Red Rover, Let XXXXX come over.)

UU, UU, What's Important to You?

I think that \_\_\_\_\_ is important...Do YOU?

**Group 2:** This group must decide collectively what they will choose as important, such as food, play, watching TV, praying, coloring, etc.

If Group 1 guesses correctly what Group 2 has decided, Group 2 must give up one person to the other group. If they do not guess correctly, the team members stay the same.

After Group 1 has a turn at guessing, Group 2 then takes up the chant after they've chosen what they think the other group has chosen as important.

If Group 2 guesses correctly, then Group 1 must send one person to the other group. If they do not guess correctly, then the teams stay as they were and they switch roles again.

THE GOAL: To play this game competitively, the goal would be to get the most people on the team. To play non-competitively, the goal is to experiment with choices in what is important.

## THE VOTING GAME

Materials: Box with slot in top to insert ballots into, ballots (See RESOURCES), pencils

### PREMISE:

Let's pretend that you are faced with making a big impact on the law of the church. You are going to make this impact by voting for one of the following candidates running for office. While these candidates are people from history that may or may not have lived in the same time period, choose one of the following for the office of MINISTER of your church. Think about how they will affect the laws by which your church community is run. If you need to think along a bigger community, think about voting for one of the following for MAYOR of your town.

**MICHAEL SERVETUS** – He stands firmly on the belief that God is one God undivided. He does not believe that God is three persons or a trinity and disputes that the Bible (law) has ever supported such a stand. He also believes that people are good and are not guilty of “original” sin, which some state happened in the Garden of Eden when Adam and Eve ate the fruit from the Tree of Knowledge.

**JOHN CALVIN** – He stands firmly on the belief that God is actually made up of three parts: the father, the son and the holy ghost. His point of view is that the Bible supports this theory, although he is unable to point out exactly where. He believes it is heretical to claim otherwise, because the Trinitarian nature of God has been accepted for several millennium. He also supports that all people are basically evil and need to fear God so that they obey His laws. He believes people are guilty of “original” sin, because when Eve and Adam ate the forbidden fruit they sealed the fate of humankind as a species who cannot be trusted to obey.

**JOHN ABERNETHY** – He stands firmly on the belief that civil rights of religious liberals should be upheld. He does not believe that the church should have standardized interpretations for every passage of text in the Bible. In fact, he believed that individuals within the church should be empowered to become priests and to interpret for themselves. He further declared that Christ had no visible Church authority.

**LUCY STONE** – She stands firmly on the belief that women should have the right to vote. She did not take her husband's name when she married. She believes that the “we” in the constitution does not include women. And she believes that marriage should be an equitable partnership. Her greatest passion and legacy is to “make the world better.”

**LYDIA PINKHAM** – She stands firmly on the belief that women should not suffer from unknown ailments. She offers an herbal elixir as a cure for what ails women. She is one of the world's first business women. She also believes in giving factual information about women's reproductive systems, which is seen as radical.

See **RESOURCES**.

**Resources:**

<b>BALLOT</b>	
<input type="checkbox"/> Michael Servetus	<input type="checkbox"/> John Calvin
<input type="checkbox"/> Lucy Stone	
<input type="checkbox"/> John Abernethy	<input type="checkbox"/> Lydia Pinkham

## FIVE POSITIVE THINGS ABOUT YOU

### Materials:

Two balloons for referees.

There are two referees. They have balloons and they should *whomp* either party with the balloon, if they say **ANYTHING NEGATIVE**. (NOTE: Referees should *whomp* participants on shoulders with balloons and avoid the face area!)

There are two people to each team. Each team takes a turn. To decide who goes first, play ROCK, PAPER, SCISSORS\*.

The team sits knee to knee inside the circle. The referee *whomps* person one (this can be either person on the team), person one must say five positive things about person two and it has to be true about person two. Person one only has a minute to say five things that are positive about person two or the referee *whomps* person one with the balloon five times. Then it is person two's turn. All rules apply.

Person two has a minute to say five positive things about person one. If person two fails to say all five things in a minute the team is out and everyone plays ROCK, PAPER, SCISSOR\* again.

*\*The Rules of ROCK, PAPER, SCISSOR:*

*Rock crushes Scissor.*

*Scissor cuts paper.*

*Paper covers Rock.*

*There are three rounds and whoever wins the third round gets to go and play another winner from another team. The grand finalist get to be the next team.*

If the players are having a hard time with coming up with what to say, tell them that it's a game of compliments. Players can compliment on the other persons hair, clothing, personality, smile, ect. Even if players don't know each other well, which is the point of the game, the person giving the compliments must come up with five things that are positive.

## **BALANCE THE BALL**

Divide into teams of four. Pass out tablespoons and bouncy balls to each team. Each team has one ball and four spoons. Each team is tied together with duct tape elbow to forearm and right leg to left leg of person across and next to them.

Each team member is to hold the spoon in her/his mouth. The one member who has the bouncy ball must balance the ball in the spoon and pass it to the person across from them. Then that person must balance the ball in the spoon and pass it to the person on diagonal (across and next to). Then, that person must balance the ball in the spoon and pass it to the person across from them. All of this must take place while tied to each other and not falling down or dropping the ball.

If the team drops the ball, the person who drops the ball must raise left leg (this also means that the leg of the person you are tied to must also be raised). If the team drops the ball again, the entire team must race another team in the same condition. Whoever loses must do the Tango as a group.

Whoever masters the Tango while tied together must send me, the author proof!

## **WHAT WOULD YOUR NAME BE IF YOU WERE A DOG**

This is to be used as a get to know you game when ever your group is getting started with new people or have a new advisor come in or just visitors to your group. This way everybody gets to know your name and a little bit about who you are.

Go around the circle with the leader starting saying your real name and what you would name yourself if you were a dog, and what kind of a dog would you be.

## **CAPITAN VIDEOGAME**

**Note:** *this game was not developed by Erin J. Dunn but she thought it was just too good to keep out of here! This game originally started in the South West District and was presented by Rob Nugen*

*This game is alot like “Telephone” except more fun!*

Everyone is in a circle sitting with eyes closed and backs turned to the person in the middle.

The person in the middle comes up with a sequence of movements and taps someone from the circle and shows them the series of movements, but only ONCE! Then that person that has just been shown taps someone on the shoulder from the circle and shows them what they remember of the movement. This goes on and on until the last person in the circle has been shown the movements. The last person shows the whole group what they remember of the movements and then the person that created the series shows the group what it originally was. This game is addictive and fun...the whole group with want to play this for hours and hours!