

# SMALL GROUP GAMES

## 1. Never Have I Ever Musical Chairs

- Have chairs (or designated seats) in a circle shape. Make sure there is 1 less seat than the number of participants
- 1 person stands in the middle and says something they have never done (ex. Never have I have ridden a horse)
- Everyone that has ridden a horse (or whatever is said) must stand up and quickly try to find another seat before there are none left
- The person left without a seat is in the middle for the next round
- Go about 10-12 rounds

## 2. Toilet Roll Game

- Pass around a roll of toilet paper and tell everyone to tear off however much they want to (don't tell them what it is for!)
- Have everyone count and say out loud how many sheets they tore off
- Now they have to share 1 fact about themselves for every piece they tore off

## 3. Spoons

- Be the first player to hold a set of four cards of the same rank.
- You will need spoons equaling one less than the number of players. For example if you have eight players you will need seven.
- The spoons are placed in the center of the table within reach of all players and four cards are dealt to each player. Players take one from the four they were dealt and passes it the player to their left. They then receive a card passed from the player on their right. All players simultaneously pass a single unwanted card face down to their left, and then take the card that the player to their right passed to them. This continues until someone collects four of a kind.
- Winning The Game When a player collects four cards of equal value they say nothing. Instead they quietly reach to the spoons in the center of the table and as subtly as possible place one in front of them. Once a player has taken one, all the other players must do the same, even if they themselves do not have four of a kind. The player left empty handed is out.

## 4. Light-saber Battle

- Students face each other and clasp their right hands as if to arm wrestle, but with the index finger extended. The index finger is the Lance used to stab the opponent.
- On 'Go', the first scout to touch the other's body anyplace except on the right arm with his index finger receives a point.
- Winners find another partner while losers cheer on the person they lost to.
- Go until there are only 2 people opponents left for the final round and declare the victor!

## 5. Fishbowl

- Give everyone 3 slips of paper and have students write any word or phrase on each piece of paper. Collect them all and place them all in a bowl.
- **Round 1:** Is like catchphrase. Team A needs to select someone to go first, while Team B needs a volunteer to watch the timer (set at one minute). The person from Team A will grab a piece of paper from the container and try to have his/her teammates guess the word on the paper using only words and sentences as hints, without using any motions, "sounds like...", or spelling hints. The person tries to have their team guess as many words as they can within one minute. After one minute, Team A counts the number of successfully guessed words/phrases. Each guessed word/phrase counts as one point. Team B is next, and selects a volunteer from their team to start. This alternating process continues until all of the words from the container run out. When the words run out, place all the words/phrases back into the container for the second round.
- **Round 2:** Is like Password.  
With the same style as the first round, the next team will select someone to go first, with the other team sets the timer for one minute. However, in this round, the person can use only ONE word as a hint for their team to guess. (For example, if the word is "ribs", the person can say the word "bone"). The team needs to recall the words/phrases in the previous round. Once all the words in the container run out, place all the words back into the container for the third round.
- **Round 3:** Charades  
In this final round, the person needs to act and use motions as hints for their team to guess the word/phrase. (For example, if the word is "ribs", the person can point to their rib cage). When all the words run out, tally all the points. The team with the most points wins the game.

## 6. Games of Things

- In this board game, you read a topic card and then everyone writes down their response. It can be anything that comes to mind; there is no right or wrong answer. Then all the responses are read aloud and you have to figure out who said what.
- Board Game provided with Small Group Supplies

## 7. Pictionary

- Split group into 2 separate teams
- On a team's turn they choose someone to draw. That person picks a clue card to draw. When ready, start a one-minute timer.
- The player then begins to draw a picture of their clue while their team guesses out loud
- Players cannot draw letters, numbers, words, or act out the clue
- If the team guesses the clue correctly they receive a point
- If they are unable to guess, the opposing team gets one attempt to guess the clue, if correct they receive the point

## 8. Chair of Doom

- This game is like Kajobe but with a chair
- Everyone circles around a chair holding hands
- Object is to pull other players into the chair making them touch
- If someone touches the chair or lets go of the people around them they are out