
GAMES

ECCLESIASTES 3:4

"a time to weep and a time to laugh, a time to mourn and a time to dance"

ADAPTABILITY AND CREATIVITY

We mentioned in the video that the second most important factor in leading great games is being adaptable. One way to be adaptable is to have a few go-to, no materials needed games memorized so you can have a backup plan if something doesn't work out with what you planned.

Students also love learning new games so whether you are creative or not, making a game up will grantee they haven't ever played it before and they generally appreciate your effort.

FINDING GAMES

There are lots of places to find games to play. You can simply do a search for "youth games" on Google or Pinterest or sometimes you may even come across some on YouTube or even Facebook. However, you can also check out some of these websites:

<http://youthgroupgames.com.au>

http://www.jubed.com/youth_ministry/

<http://www.campgames.org>

DISCUSSION

What is a game you played when you were young that did not require any materials but you enjoyed playing with friends?

What kind of games are your favorite? Athletic/Sports? Creative/Building? Trivia/Strategy? Messy/Gross? Something else?



GAME CHALLENGE

Take the next 5-10 minutes to modify a game you already know how to play (give it a “twist”) so that it is more fun, or come up with something new!

