



# Game Time!

Tony Ducklow - Youth Ministry Land

**Why play games?**

# Allows students to:

- Relax & let down their guard
- Build community
- Work in teams toward a goal
- Experience joy
- Allows sabbath

# How to run games

- Know how to play the game
- Practice and prepare
- Teach it well
- Keep it short
- Be ready to go

# How to *ruin* games

- Say you're playing a game
- Keep playing a game that's not working
- Embarrass losers
- Win it, or show poor sportsmanship
- Recklessness
- Provide too much color commentary during the explanation of the game

# Things that Enhance the Game Experience

- Fun, Upbeat Music
- Different Types of Games (Upfront, Mixer, Competitive, Active, Thinking)
- Not too many elimination or upfront games
- Be Creative: funny set up's, media, props, audience engagement techniques

# Things Others Can Do To Support You While You're Leading a game:

- Help pass out stuff
- Hype up the crowd
- Ask questions after the explanation to clarify any points
- Give focus
- Model how the game is played so others catch on
- Make sure everyone is playing the game. Even the adult leaders!