

Games to play socially distanced updated 4th September 2021

Loads of the games that work online can work socially distanced, but not all! Pass the Bomb and Fetch it are out of the question, sadly! Thanks to Bea.

1. Zip - Zap - Boing. There are many different variations, but this one will work. Stand in a socially-distanced circle. There are 3 different actions:
 - a. **Zip**. Interlock your fingers, thumbs up, point your two forefingers at the next person in the circle and say, 'Zip'. This passes along to the next person. If everyone in the circle says, 'Zip', the Zip will keep moving round the circle in the same direction it started.
 - b. **Zap**. Interlock your fingers, thumbs up, point your two forefingers at anyone else in the circle (but not the person next to you) and say, 'Zap'. The person pointed at can then Zip (in either direction), Zap or Boing.
 - c. **Boing**. Jump up (you can star jump if you want!) and say, 'Boing'. This reflects the Zip or Zap back the way it has come.When people get it wrong or don't respond fast enough, they sit down until there are just two people remaining.
2. Scattergories (sometimes called Town and Country). Chose about 8 categories like pop group, TV star, town, country, fruit, etc. Choose a letter. In three or five minutes, people try to think of something that fits into each category beginning with that letter. They score two points for an answer no one else gets, one for an answer that someone else gets.
3. Tell me (e.g. 'Tell me a river beginning with', choose a random letter. First person to shout out a right answer wins).
4. Hangman. You can do this on a whiteboard. But if different people are drawing, use different pens.
5. Pictionary
6. Charades. Why not split the room into two halves to play this game?
 - a. Pass the Charade. Stand in two lines, everyone faces the back, apart from the second person in each line who faces the first person. The first person in each team is given a mime which they must mime to the second person. Then the second person asks the third to turn around to face them and they mime what they have just seen to the third person. Play continues down the line. When the mime gets to the end, the person at the end must say what they think was being mimed.
7. Articulate, with someone describing what is on the card and participants trying to guess them. Can play in teams against each other.
8. Higher or lower (cards). You can put up two rows of, say, five cards and play between two teams. Can get teams to choose whether or not the next card is going to be higher or lower (if it's the same they lose either way). As an

- individual knockout, put row of cards up at the front. Turn first card over. Get people to sit down if you got it wrong till one person is left.
9. Rock paper scissors. Play in twos but keeping a metre between people. If they beat them or draw, they stay in. If they lose, they sit down.
 - a. Why not involve some movement with a giant rock paper scissors elimination tournament? There is a version of this where you hopped along a series of hula hoops until you met your opponent. Then you had a rock paper scissors dual and the winner hopped on (YouTube it). You could do this socially distanced, but it's physical and also allows for a team element (the queue would need to socially distance).
 10. Tension/Call 'em All. Play in two teams using the game cards e.g. Name 10 Beatles Songs and people need to name as many of the 10 listed on the card in one minute.
 11. Bingo.
 12. Dingbats. Put Dingbats card up on screen until someone shouts out what it is.
 13. Either/or. You can play it knockout or just for fun. You can use Powerpoint slides or just ask the question.
 - a. Taylor Swift or Lamentations (you can use the video at <https://www.youtube.com/watch?v=BB6PrCrjMI8> or just use the idea)
 - b. Mineral or Old Testament tribe (get in touch if you want to save time!)
 - c. Psalms or Justin Bieber fan (you'll need to pay for that one at <https://www.downloadyouthministry.com/psalm-or-crazy-bieber-fan-youth-group-game> which has some great Lockdown youth resources)
 - d. Cheese or disease (it might be too gruesome for some groups, but close-ups of cheese and various skin diseases are scarily similar)
 - e. And the almost unbelievably good Slavic salutation or Biblical character (again, get in touch to save time!)
 14. Marble Run. Check out Jelle's Marble Runs on Youtube (for example https://www.youtube.com/watch?v=cBHmu_cNww). These are colourful and have fun commentaries. Put the video on a screen and pause it on Choose Your Marble at the start of the video. Get people to choose a marble to back and write them down on a flipchart. Then show the video. Give people points according to where they finished. Play several games and see who scores the most points. Some of the marble races are long so it might be best to avoid those and play more two-minute ones.
 15. A school end-of-term classic: The Pirate Game. Full instructions here: https://www.tes.com/teaching-resource/the-pirate-game-end-of-term-activity-6258063?fbclid=IwAR2yyTbrNW8AQGqAUr_g9InbhtRHP7GcKutobCAYJnSvXxLNjf24ydnY-3E. Each participant has a grid. Each player chooses where to put various symbols. A leader chooses grid numbers and points are scored, points are swapped etc. Surprisingly tense. Loads of teachers say it is the best game ever!

16. Crazy cuts. You set everyone the task of cutting out something e.g. a fish, within a timeframe and they then had to hold them up at the end of the time. People's interpretations can be hilarious. If a young person forgets their scissors and paper, they can be judges.
17. Carrot in a box. Two people play against each other. One looks inside their box but only one has a carrot in. They try to convince the other player to swap/not swap their box but both players are trying to end up with the carrot in their own box. Not sure? Check it out on Youtube.
18. Heads and tails. Flip a coin. If people think it's going to land on heads, they put their hands on their heads. If it's going to be tails, they put their hands down. If they get it wrong, they sit down. Play continues until only one player remains.
 - a. This can of course be extended to be a quiz on any subject, giving people two answers.
19. Human Bop-It. You've probably played the handheld game, but do a whole body thing. Play a tune with a funky beat. Speak out each action and young people follow in time. If they get it wrong or don't do it in time, they sit down. Speed up the music when necessary. Last one standing wins.
 - a. Pull it - grab the air and pull towards you
 - b. Bop it - jump up
 - c. Twist it - do twist dance
 - d. Spin in - turn round
 - e. Flick it - flick the air
20. Signs. Sit in a circle. Everyone have a different sign. Might be scratching your armpit. Might be putting two thumbs up, whatever. Make them clear and make sure they're distinct enough from other people's. Send one person out. Decide between the people left who's going to pass the sign first. The person coming in needs to work out who's got the sign. You pass the sign on by doing your sign then somebody else's sign. Then you're free of it and can't be caught. You can't just pass it straight back. This will work really well socially-distanced, because the person in the middle will have to look round a large area... Can they catch them? If they catch who's got it before they can pass it on, that person goes into the middle and the person in the middle takes a seat, but they need to sit in their own seat or you'll have to clean the seat every time.
21. 21 Double Bounce. Stand or sit in a circle. One person starts by saying one, next person two, and so on. If person says two numbers, play is reversed round the circle. Object of the game is to avoid having to say '21'. You can make it more interesting by changing some of the numbers to words, say, so people need to remember that 7 is now banana, for example. Keep adding new words to add interest, including numbers that become other numbers! Idea from https://icebreakerideas.com/circle-games/#Silly_Has_Lost_His_Hat.
22. Number game. Sit in a circle. In a group of 12, people must stand up to say a number, starting at 1 and counting to 12. Last person to stand up loses. But if you stand up when someone else is standing up or say a number when

someone else is saying one, you forfeit your go and can't say the next number. Each player can only stand up once.

23. Chair football. Everyone sits in a circle both your hands have to stay on the chair. Kick a small football around the middle. If it goes under your chair - 2 points. If it goes between you and the person next to you -1 point each. If you kicked the ball then you get +2/1 points. Keep your own scores. Keep the ball on the ground (no headers/hand balls).
24. Wink murder
25. Story game. Each person adds a word to the story going round the circle. This can also work for a hybrid group, with some still online.
26. Secret dancer. Stand in a circle. Send one person out of the room. Choose a secret dancer. They start a move which everyone follows. It can be as simple or as bizarre as they like. Invite the person back into the room. Stand them in the middle. The secret dancer needs to change the move when they like (but probably not when the person in the middle is looking at them), with everyone else following them. The person in the middle needs to work out who is starting the move - the secret dancer. Depending on the number in the group, give them three guesses.