



# GEMS and Cadets Mission Games Ideas

Games sourced from <https://youthgroupgames.com.au/search/>

## **Human Battleships:**

You'll need to divide the area/room into 2 by setting up a barrier or sheet in the middle - something that you can't see through. Then divide the group in half and send one team to each side. Get each team to pick one player to start as the bomber, the rest of the players need to sit spread themselves across the area and sit down (or lie down) as a battleship. These players cannot move.

Each team takes it in turns to get their bomber to sit at the back of the area and throw a ball over the barrier to the other side. If their ball hits someone from the other team, the player that gets hit must then say "You sunk my battleship!" and they are out. They can now become another bomber for their team and they must sit with the other bomber.

You'll need to make up rules - like whether a ball can bounce before hitting someone, or whether both people are out if it hits two people in a row who are next to each other.

Once an entire team is out, they must all yell "YOU SUNK MY BATTLESHIP!"

### **Materials Needed**

- Soft balls, divider (sheet or board)

## **Crab Balloon Soccer:**

Everyone gets in the crab position. Two chairs at either end of the hall with a person standing up on them. Team has to hit the balloon to their chair so the person can pop the balloon with a pin.

As players are moving around in the crab position, they must make sure they have three limbs on the ground at any time.

### **Materials Needed**

- balloons, pins

## **How To Play Caterpillar Race:**

Divide your youth group kids into some groups, 4 works well as a relay. Just make sure the groups aren't too big.

Set them up in 4 lines across the room. Then send half of each team to the opposite side of the room.

Give each team a bed-sheet. The first player must drop to the group, roll themselves up in the bed-sheet, then caterpillar crawl across to the other side of the room and unroll themselves. Then the next team mate does the same until the entire team has finished.

### **Materials Needed**

- Bedsheets

## **How To Play Ultimate Ninja:**

The group stands in a circle and nominates someone to start. 3 - 2 - 1 ULTIMATE NINJA! Everyone has to start with a ninja pose position.

Going clockwise, the person whose turn it is must try and hit someone's hand, either to the left or the right of them. BUT - they must freeze still in the position that they end up in. (That is the important part).

You are not allowed to move from your ninja pose unless:

- 1 - Someone is trying to hit you
- 2 - It is your turn.

The player who is being ninja struck (hand slapped) must try, with one quick move, to evade being hand-slapped. They must also freeze still in the position they end up in.

If your hand gets hit, that hand is placed behind your back, it is not able to be used. Once the player's other hand gets hit they are out of the game.

Keep going round until eventually only one person is left standing as the winner and the ultimate ninja!

**IMPORTANT RULE:**

**NO FLINCHING!** If you are anticipating that the person whose turn it is will go for you, you must NOT FLINCH but freeze until they try to hit your hand (in which case you must obviously try and move out the way).

If you flinch, you must stand upright and put both your hands out in front of you at a 90 degree angle (Like a meerkat pose!).

## **Mute Organisation:**

Simply announce that you want everyone lined up across the room by birth-date. Only catch: no talking. Once they are all lined up, ask certain people their birthdays just to be sure.

You can have them do the same thing, but by shoe size, height, month of birthday, etc.

Variation:

Give everyone a number. They have to arrange themselves in numerical order by communicating with each other without speaking or holding up fingers. They make up their own sub-language or sign-language.

## **Spot The Difference:**

Divide your group into two teams.

Stand the first group in a line facing the second group. The second group have a set amount of time (you decide) to look at the appearance of the other team.

Once their time is up, the second team (observers) will leave the room, and the first group must change ten things about them. The ten things must be noticeable (ie. they cannot change things in their pockets or other things previously out of view).

When the second group returns, they must observe the first group and work out what ten things have changed. (They may write them down if this is helpful) It's best to give a set amount of time for this to happen also.

Once this is done, you can swap the roles of the groups.

### **Materials Needed**

- paper, pen