

EYC October 2017 Retreat Resources:

Games:

[Ultimate Tic-Tac Toe](#)

[Spot it](#) – As a big group game, have each participant partner up and flip their cards. Partners try to be the first to name what their two cards have in common. Then, between the two of them, they have to find something they have in common. After their commonality is found, they switch cards and look for another partner. You can also twist this activity to have them memorize their symbols.

[Group Juggle](#)

[Raccoon Circle Games](#)

[Big Question Cards](#)

Olympic Rock, Paper, Scissors

No Materials Needed

This large-group game is played like a rock, paper, scissors tournament. First, everyone in the group starts in one corner of the room in the “bronze” category. Winners of a rock, paper, scissor game advance to the silver category. In the silver category, players find another opponent. Winners advance to gold, on the far side of the room. If you lose, you move down a category. A final countdown by the facilitator will increase the pressure of the group.

Icky La Boob Ba

No Materials Needed

This large-group game is played like a rock, paper, scissors tournament. First, everyone in the group is an egg. They play rock, paper, scissors with another egg. If they win, they become a chicken. If they lose, they’re still an egg. You can only play rock, paper, scissors with someone from your own species. The food chain order is as follows: Egg, Chicken, Human, Superhuman, Dinosaur, Supreme. Once you are a Supreme, you stand in the front of the room and sing: “Stop, in the name of love” Until everyone else has become a supreme too.

Animals

Materials Needed: Pieces of Paper with Animals listed

Each group member is given a name of an animal. Without speaking human language, the group has to arrange themselves from smallest animal to largest (by mass). Participants can make animal noises and actions, but no sign language or writing allowed.

Beat Master

No Materials Needed

The group sits in a circle. One member of the group leaves the room. The rest of the group selects a “beat master” who will dictate the motion or beat. If they slap their knees, the group slaps their knees, etc. The beat master can, and is encouraged to, change the beat often. The “it” returns to the group. As the group keeps the beat, “it” gets three guesses to find out the beat master’s identity. If they guess correctly, they choose the next “it”. If the beat master stumps them, the beat master leaves the room.

Telephone Charades

No Materials Needed

This is a mixture of telephone and charades. Have five (or more) people leave the room. The group decides on a charade. Bring the first representative out, and tell them the charade. Bring the next representative out, and give them a prized seat. The first person acts out the charade for the next. And then it goes down the line – each person acting out what they were shown to the next, so that the charade gets more and more mixed up. At the end, ask the representatives to guess what the thought the charade was.

Jim’s Cards

Each group member is given a card or cards with compound words. Each word is on a separate card. The group must find the correct order, so that all cards can make a circle. The group is given cheat cards like “is this combination correct” and “ask a yes or no question”. Here is an example of a puzzle:
yard/line/up/side/step/down/field/goal/post/man/power/station/wagon/train/track/flight/switch/board/game/boy/friend/ship...yard/