



1. Human Hamster Roll

Ask one of your guests to get inside the bumper bubble ball and stand in the center of the play area. Divide the remaining guests into two teams, ensuring they are equal in number and strength (roughly). Position the teams at equal distances from the ball. On your "Go," both teams rush to the ball and attempt to roll it over the opponent's end line. Award a point each time a team reaches the opponent's end line. Have your guests take turns getting into the bumper bubble ball.

2. Emoji Story Relay

Print and cut out these emojis (https://www.memozor.com/pdf/printable_emoji.pdf) and place them in a box. Divide the teens into teams and have them line up at one end of the play area, with the box at the other end. When you say "Go," the first player from each team must run to the box, grab an emoji, and bring it back to their team. Once they return, the second player runs to retrieve another emoji, and this continues until all the emojis are collected. After all the emojis are taken, each team must create a story using all the emojis they have gathered. Award one point for each emoji collected and bonus points for the most interesting, original, and hilarious story.



3. Human Tic-Tac-Toe

Create a large tic-tac-toe grid on the ground using tape or chalk. Make sure the grid is big enough for people to stand in each square comfortably. Divide the players into two teams: one team is X and the other team is O. Decide which team will go first (e.g., flip a coin). Teams take turns. On each turn, a team sends one player to stand in an empty square of the grid. The player stands in the square, representing their team (either as X or O). The goal is for a team to get three of their players in a row, either horizontally, vertically, or diagonally. The first team to achieve this wins the game. If the game ends in a draw with no three-in-a-row, start a new game and switch which team goes first. If you're hosting a large number of teens, you can always increase the size of the grid and make it four-in-a-row or five and so on.

4. Sticky Note Tag

Each player writes their name on a sticky note and sticks it to their clothing where it's easily visible. Choose one player to be "It" to start the game. "It" does not have a sticky note. "It" attempts to tag other players by grabbing their sticky notes. When "It" successfully grabs a sticky note from another player, that player becomes the new "It". The game continues until a predetermined time limit is reached. Utilize this game as an icebreaker by encouraging participants to interact and get to know the person whose name is written on the sticky note they are wearing, once time is up. Do multiple rounds.

5. Capture the Flag in the Dark

Choose a large outdoor area and clearly mark the boundaries using glow sticks, rope lights, or other visible markers. Alternatively, I recommend the Redux glow in the dark capture the flag complete set. <https://amzn.to/44MCaO8>

Split the players into two teams of equal size. Provide each team with glow sticks or LED bracelets of a different color to identify team members. Place the glow-in-the-dark flags or LED lights in each team's territory. Ensure they are well hidden but accessible. The goal is for each team to capture the opposing team's flag and bring it back to their own territory without getting tagged. Teams start in their respective territories. On the signal to start, players can move around the play area. If a player is tagged while in the opposing team's territory, they must go to the designated "jail" area. A player can be freed from jail if a teammate tags them. Players must find the opposing team's flag and bring it back to their own territory without being tagged. If successful, their team wins the game.



6. Four Corners Dodgeball

Divide a large, open space into four equal quadrants using cones, tape, or chalk. Place a few dodgeballs in the center of the play area where all four quadrants meet. Divide players into four teams, with each team occupying one quadrant. On the signal to start, players can pick up the dodgeballs from the center. Players must stay within their own quadrant while trying to hit players in the other quadrants with the dodgeballs. If a player is hit by a dodgeball thrown by an opponent, they are out and must leave the play area. Players can catch dodgeballs to eliminate the thrower instead of getting hit. The game continues until only one quadrant has players remaining. The last team with players standing wins the game.

7. Soundtrack Scavenger Hunt

Select a playlist of songs that have clear themes, lyrics, or titles which can be related to specific objects or actions. Ensure you have enough objects related to the chosen playlist hidden around the play area. Play the first snippet and let the teams figure out the clue. Teams then race to find the object or perform the action as quickly as possible. Once a team completes the task, move on to the next song. Continue until all songs have been used. The first team to correctly complete the largest amount of objects wins the game.

8. Slip and Slide Soccer Splash

Lay out plastic film sheeting <https://amzn.to/4dKbHVH> across a flat and grassy area, making sure it's securely anchored to the ground to prevent movement. Place makeshift goal posts at each end of the area covered with plastic. Use the water hose to wet it thoroughly. Add a generous amount of dish soap to the surface of the mat, spreading it evenly with a sponge or brush. The dish soap will create a slick and slippery surface for players to slide on. Divide the players into two teams of equal size. Players must navigate the slippery surface of the slip and slide mat while dribbling and passing the soccer ball. They can slide, dive, and splash to avoid defenders and score goals. Before they start make sure they understand the following rules.



Rules:

- Players must play the ball with their feet (no hands allowed), just like in traditional soccer.
- Sliding tackles and diving to block shots are allowed and encouraged.
- Players should be mindful of safety and avoid collisions with other players.
- If the ball goes out of bounds, play is restarted with a kick-in from the sideline.

9. Broom Hockey

Begin by setting up goals at opposite ends of the playing area. These can be marked using cones, flags, or any other suitable markers. Make sure the goals are wide enough to allow the ball to pass through easily. Divide the players into two teams, with an equal number of players on each team. Each team will defend one goal and try to score in the opposing team's goal. Players use their brooms to dribble the ball, pass to teammates, and shoot towards the goal. The team with the most goals at the end of the game wins.

10. Taste Test Challenge

Prepare a variety of unusual but safe food items and blindfolds. Blindfolded players take turns tasting different food items and guessing what they are. For added fun, mix in some bizarre combinations. Points are awarded for each correct guess, and the player with the most points at the end wins.

