Leader's run sheet

Gathering: _____

Activity	Who explains	Ready to move on?

Offer a pass, explain before starting, and leave room for a quieter guest.

Party games on everyone's phone. Host in your browser; friends scan your QR code and join with no app, no account and no sign-up.
gaspalot.app/game-night/youth-group

Youth group games without supplies · host's turns

Name and motion: Stand or sit in a circle. A guest says their name and offers a small motion, then everyone repeats both together. Move around the circle without testing anyone's memory. End when every guest has introduced themselves or passed.

Count without an order: Agree to count as high as the number of people present. Anyone may say the next number, but simultaneous voices restart the count. Nobody assigns speaking places. Finish on a successful shared count or after each guest has offered to start an attempt.

Imaginary parcel: A starter silently demonstrates the size and weight of an imaginary parcel, then passes it to a neighbor. Each holder changes a property and shows the next person how to handle it. End when it returns to the starter, who describes its final form.

Rhyme circle: Choose a familiar word with several rhymes. Each speaker supplies a new rhyme or asks the group for help, then passes the turn. Repeats receive a friendly reminder. Finish when everyone has had a turn and choose a different starting sound.

Yes-and journey: A starter names a harmless imaginary destination. Each guest continues with "yes, and" followed by a new event, accepting what came before. The final speaker brings the group home to end the story. Start a new journey only after that ending.

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Opposite cue: Agree on paired gestures such as palms up and palms down. A caller shows a gesture while everyone makes its opposite. Change callers after a short sequence and finish when each willing guest has led a sequence the circle completes together.

Find the movement leader: Ask a detective to turn away while the circle silently chooses a leader. Everyone copies the leader's small seated movements. After watching a full circuit, the detective names a suspect. Reveal the leader and rotate both jobs before another round.

Room soundscape: Choose an ordinary place such as a garden. Guests each offer a sound that belongs there. A conductor points to invite sounds in or quiet them. End when the conductor closes both hands, then let a new conductor lead a different setting.

Question conversation: Partners invent a scene about planning a picnic. Every line must be a question that responds to the previous line. If someone gives a statement, restart the scene with new partners. Finish when each willing guest has spoken in a complete exchange.

Alliteration introductions: A guest says their name and an ordinary object beginning with the same sound. Neighbors suggest an object if needed, then echo the phrase together. Move through every guest and end with a group recall in which helping is encouraged.

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Youth group games without supplies · host’s turns

Choose a side: A leader offers harmless preferences such as drawing a map or building a model. Guests point to an agreed side or stay neutral, then a volunteer explains a reason. Rotate the reader after each choice and finish when everyone has offered a choice or passed.

Silent compass: Choose an imaginary landmark beyond the room. Without speaking, everyone points toward where they think it lies. A volunteer explains their route before the group agrees a direction. Change landmarks and end after each willing guest has explained a route.

Group shape puzzle: A caller names a simple object and guests use small gestures to show its different parts from their seats. Each neighbor adds a part without replacing someone else’s. Finish when the group can name every contribution, then let another caller choose.

Silent order line: Ask guests to arrange themselves by the first letter of their chosen room name without speaking. Seated guests can direct where places belong. Read the completed order aloud, make any corrections together, and end once every person has a place.

Clap the missing beat: A caller claps a short pattern and repeats it while leaving a gap. Guests take turns filling that gap with a clap. Reveal the complete pattern and change callers. End after every willing caller has offered a pattern and the circle has completed it.

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