

# ON THE SPOT

## NO PREP GAMES FOR YOUTH MINISTRY

**Group**

LOVELAND, CO

[www.group.com](http://www.group.com)

# CONTENTS

Introduction p.3	10 The Shoe Pile p.11	21 Laws and Guffaws p.18
The Games:	11 Human Tic-Tac-Toe p.11	22 What If...p.19
1 I Never...p.4	12 Wacky Questions p.12	23 Take Your Pick p.20
2 If You...p.5	13 Zip, Zoom, Zowie p.12	24 All for One p.21
3 Looking For...p.6	14 Quick Sort p.13	25 The Master Potter p.21
4 Third Person p.7	15 Sound Bite p.14	26 Skit Tag p.22
5 When I Was a Kid p.8	16 Working Together p.14	27 Hall of Fame p.22
6 Middle Name Intros p.9	17 Top Ten Lists p.15	28 Hello-Goodbye p.23
7 My Favorite Things p.9	18 Gimme Five! p.15	29 Charade Twists p.24
8 Meet in the Middle p.10	19 Who Am I? p.16	
9 A Spy for a Spy p.10	20 Count 'Em p.17	

## ON THE SPOT: NO-PREP GAMES FOR YOUTH MINISTRY

Copyright © 2008 Group Publishing, Inc.  
Visit our Web site: [www.group.com](http://www.group.com)

All rights reserved. No part of this book may be reproduced in any manner whatsoever without prior written permission from the publisher, except where noted in the text and in the case of brief quotations embodied in critical articles and reviews.

For information, e-mail Permissions at [inforights@group.com](mailto:inforights@group.com), or write Permissions, Group Publishing, Inc., Ministry Essentials, P.O. Box 481, Loveland, CO 80539.

### CREDITS

Editor: Steve Parolini  
Project Manager: Pam Clifford  
Executive Developer: Amy Nappa  
Chief Creative Officer: Joani Schultz  
Art Director: Jeff Storm

Cover and Interior  
Designer: Nathan Crutchfield  
Production Manager: Peggy Naylor

Unless otherwise indicated, all Scripture quotations are taken from the *Holy Bible*, New Living Translation, copyright © 1996, 2004. Used by permission of Tyndale House Publishers, Inc., Carol Stream, Illinois 60188. All rights reserved.

ISBN 978-0-7644-3676-5  
10 9 8 7 6 5 4 3 2 1

17 16 15 14 13 12 11 10 09 08  
Printed in the United States of America.



# Introduction

The phrase "on the spot" usually has negative connotations. Ever been put on the spot at work? Perhaps you've been called upon to offer an impromptu speech in front of a group of unsympathetic peers. Nothing brings on the flop sweat like being put on the spot.

Well, we're turning that phrase upside down. Now "on the spot" is all about fun, not fear. It's all about possibility, not panic. Are things dragging in your youth group meeting? You can fix that on the spot. Just choose a game from these pages and liven things up in an instant. Find yourself with a moment between activities, surrounded by a crowd of restless teenagers? Flip to a game in this book and turn that boredom into fun.

*On the Spot* games are easy to lead and require no props (except for the occasional chair or items group members already have in their possession). In fact, these are so easy to use, you don't have to plan ahead at all. (Thus, the whole "on the spot" theme we've been promoting.) The games in this book work well as crowdbreakers or time-eaters or just-for-fun-ers. You'll be cheered as a hero for saving the day. Revered for your ability to "think on your feet." (Okay, maybe "read on your feet" is more accurate. But it's still a valuable skill worthy of reverence.) Or maybe you'll just end up turning a down time into an up one.

Forget the flop sweat. Have fun with your group instead. Right where you are. Right now.

On the spot.

1

# I Never...

This is a high-energy game, full of action and laughter, that will keep everyone on their toes.

In this mixer, you'll need to make sure there is one chair for each person and that there's plenty of room for moving around. Form a circle with the chairs, with one in the middle. Every person takes a chair, with one being in the center chair, or the "mush pot." The person in the mush pot begins by completing the sentence, "I have never..." with something he or she has never done, but something that someone else in the circle might have done. So for example, the person in the mush pot might say, "I have never been skydiving," or "I have never been to Australia."

As soon as the first person makes his or her statement, everyone in the circle who has had that experience must get up and find a new chair as quickly as possible. The last person standing has to take the chair in the mush pot. It's possible that no one will get up, in which case, the person in the middle takes another turn. Try to continue until everyone has had a chance to be in the mush pot.

The object of the game is to get to know interesting things about each other, and have a lot of fun doing it.



**THIS IS A SAMPLE**

**The number of pages is limited.**

Purchase the item for the complete version.

