

Confirmation Community Building Night

Game #1: “Extreme Duck Duck Goose” - A couple holding hands walks around saying duck, duck – touching the hands of the people in the circle. When they say “goose” they still hold hands and run to get to the original spot. The goose couple runs in the opposite direction, trying to get to the same empty position.

Materials Needed: None

Lesson: Be active this year in Confirmation – be ready to participate! Don’t be a bump on the log!

Game #2: “Eye of the Tiger” - Place a chair in the middle of a circle of kids. The teens hold hands. The object is to not touch the chair. You try get away from chair, pulling others to touch it. If you touch the “Eye of the Tiger” then you are out, the circle gets smaller.

Materials Needed: none

Lesson: If you see a fellow small group member not participating or zoning out, do what you can to get them involved! They may not want to at first, they might resist - but be insistent! Drag them in if you have to! lol

Game #3: “Alphabet Pockets” - Search through your pockets and try to come up one possession that begins with each letter of the alphabet. The group that has the most letters/items will win.

Materials Needed: None – well the stuff that’s in their pockets...

Lesson: Work together! Everyone has something to contribute, some may have more, some may have less but everyone can contribute something!

Game #4: “The Count Game” - Find a partner. Put your hands up with how ever many fingers you want. Your partner will do the same. The first person to add and announce the correct sum of fingers will win! We will play three out of three to get the first round winners, and then another round to get the ultimate winners.

Materials needed: Two hands and good math ability.

Lesson: You have to mentally be present during confirmation class – you have to think, let things sink in, be observant, don’t just take up space on a chair.

Game #5: “Small Group Pictionary” One person from each group comes up and gets something to draw. When their group guesses it correctly, they send a new person up to the front to get the next clue to draw. The first group that finishes first wins!

Materials Needed: Markers and paper for each group

Lesson: Good communication is important – sometimes when you were drawing you had to come up with another way to communicate to get your point across. Be patient with each other and try to be as clear when you are sharing in your small group.

Game #6: “Pool Noodle War”

The first two people in line give direction where they can pick up the pool noodle. The person that first picks up the pool noodle, then hits the other person with it.

Materials needed: A pool noodle per group

Lesson: Hesitation and lack of speed caused you to lose that game. Don’t do that in Confirmation class this year – don’t hold back and don’t be lethargic.

Game #7: “Chair Swap”

For this game you will need enough chairs for everyone, except for one person, to have one. Arrange the chairs in a circle and have everyone sit down except for the remaining person, who starts off in the middle of the circle. Pick a random starting point somewhere on the circle and have everyone count off (starting with one) until everyone in the circle has a number.

To play the game, have the person in the center call out two numbers. The people who have been assigned those two numbers must quickly switch seats. Meanwhile, the person in the center’s task is to get to one of the empty seats first. Whoever is left without a seat starts the game off again in the center, and the players who switched seats assume the number of their new seat.

Materials needed: Chairs in a circle – enough for each person to sit on.

Lesson: Pay attention – or you might miss something!