

# ON THE SPOT

## NO PREP GAMES FOR YOUTH MINISTRY



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

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# 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.

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# 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.