

Games and Activities for Virtual Youth Ministry Meetings

Below find links to many games and activities to have a little fun through virtual, webcam-based Youth Ministry meetings.

Thank you to Gus Mejia of St. Joseph, Alex Jesurun of St. Louis and Belinda Castaneda of St. Andrew for sharing these resources with us!

- https://ministrytoyouth.com/zoom-youth-group-games/
- http://ciydownloads.s3.amazonaws.com/CIY_Zoom_Games.pdf?fbclid=IwAR3SXbRL_TpTQYf3enLuF3LiWkakvRSA2d-SqkLXUABFPCjxJ8sirUkH0E
- https://drive.google.com/file/d/1wl_NN2cjrTMQRcqU2Tp_XJIhrHFEBeRA/view?usp=sharing

Spyfall

This is an online game played at a specific website (link below). The directions on the site itself aren't very clear, so thank you to Alex for providing some clearer instructions.

https://spyfall.adrianocola.com/

Directions

The Youth Minister clicks "create room" and will get a code to give to the teens in the zoom chat. The teens will sign in with their names from the website. Once the youth minister sees that everyone is there, they can click "start game" and then start the timer.

Each round, everyone will be given the same location and a job at that location, except for one person who will be the spy.

One person starts by asking a question to another person. They want to ask a question that only someone at the location would know the answer to, but also they want to be careful not to give away the actual location. Why? The spy is trying to find out where the location is while everyone else is trying to find the spy. At any point in the game, someone can call to vote someone as the spy. If majority votes that person, will need to answer honestly if they are the spy.

The spy can also at any point take a guess at where the location is, as long as they haven't been voted as spy.

- 1 point to the spy for running the timer to 0
- 2 points for the spy to guess the location
- 2 points for the spy if the group picks someone else as the spy
- 1 point to everyone if they catch the spy