

Family Home Evening Games and Debriefing

(Staff Handbook pages 187-188)

Meet in your company spot to play any of the following games with your company. Some of the fun comes from playing a game multiple times. There is no need to play the games quickly or move on if the youth are enjoying one particular game.

Make sure you leave time following each game to conduct a “debriefing,” in which the company discusses connections between the game and gospel principles. If you are able to play only one game because a good discussion has ensued, that is fine.

Aura: Participants get into pairs and face each other. Pairs place their palms together, with hands at about shoulder height. Both of them close their eyes, pull their palms apart (approximately 30 cm), and then turn around in place three times. Their goal is to then reach their hands out and try to touch palms while keeping their eyes closed the whole time.

Mumble Jumble: Before the activity begins, a counselor cuts up a few pictures into puzzle pieces and places them in a bag or other container. Each participant grabs a puzzle piece from the bag, keeping the piece secret until the counselor says, “Go!” At this point, the participants try to locate the other members of the group with the appropriate pieces to complete the puzzle. Whichever group completes their puzzle first wins. This is a good activity for breaking into smaller groups so more youth can talk during the debriefing.

Stinger: Have group members stand in a circle and close their eyes. A counselor circles the group and secretly selects one “stinger” by squeezing an individual’s shoulder. The group members then open their eyes and begin mingling and introducing themselves to others while shaking hands

(and trying to spot the stinger). Meanwhile, the stinger tries to eliminate everyone without getting caught. The stinger eliminates others by “injecting poison” into their wrists with an index finger while shaking hands. A person who is stung may not “die” until at least five seconds after he or she is stung. The more dramatic the death, the better!

When someone is ready to guess the stinger’s identity, he or she should announce the desire to make a guess. Within 10 seconds, a second person must also express a desire to make a guess; if no other players desire to do so, the mingling continues and no guesses can be made until after another person “dies.” If within 10 seconds, a second person does express the desire to guess, the two of them may make an accusation together. On the count of three, both point to whomever they think is the stinger. If they do not point to the same person, or they both point to the wrong person, they are both automatically dead. If they both select the correct person, the stinger is dead and the game is over.

Hagoo: Separate the group into two even teams, and have the teams stand shoulder to shoulder in two parallel lines facing each other. The two lines should be about one meter apart. The two players at the opposite end of each line are opponents. They step out of their lines so they are facing each other and looking down the middle of the two rows. They will both say, “Hagoo,” and then start to walk down the row toward each other. They must not break eye contact, and their object is to get to the opposite end of the line without laughing or smiling. As the players pass each other, they must continue to maintain eye contact by walking backwards. If a person breaks eye contact, laughs, or smiles, he or she must then join the end of the line of the opposing team instead of rejoining his or her own team’s line. The teams can do or say any silly things to make the opposing player crack up, but they must be careful not to make their own player lose concentration. The teams may not touch another player. This process continues until everyone has had a turn. The team with the most players at the conclusion of the

game wins.