



Renew/ Reconnect Retreat Icebreaker Games

1. Paperclip links

A fun icebreaker that starts as the teens first enter the room for the day, This game is guaranteed to get the group warmed up and mingling. You will need a great number of paperclips for this icebreaker game, so be ready. Give each teen ten (or more!) paperclips when they arrive. Tell the first three they are the team leaders and cannot connect with each other. The goal is to get the teens to join their group and create the largest chain of paperclips. The team with longest chain of paperclips wins.

2. Balloon Blast

To begin this game, have the teens stand in a large circle. Give each teen a balloon that is not inflated. Place a target in the middle of the circle – a large piece of colored construction paper works well or you can simple put a circle on the floor with masking tape. The teens should be about ten feet away from the target. Have each teen blow up the balloon and hold it shut. Either give each different colors or write their initials on the balloons with permanent markers so you can tell who gets closest to the target. When the leader yells, “Go!” the teens are to let go of their balloons and see whose balloon lands closest to the target.

3. The Back-To-Back Get Up

The game begins with two players sitting back-to-back with their arms hooked together, with their feet flat on the floor in front of them; and knees are up towards their chest. The goal of this youth ministry game is for the players to stand up without using any hands. As soon as this is accomplished, add another player to hook arms with the other two players and to go from sitting to standing. Keep adding a new person each time the group successfully stands up.