

plays Pat-a-Cake with the next person in line. This process continues until one of the teams finishes and wins.

# **YOU MAKE THE GAME**

Move over Milton Bradley. Make room for creative games designed by your youth group members.

Form teams of five to seven. Have teams each find 10 different items in and around your church, such as a Coke can, thread, hymnal or rock. Have teams each work in a separate area of the room to create a game that uses all their items. Give teams each paper and pencils. Each game must have written rules.

After 10 minutes, bring teams back together. Have teams each write their game name on a slip of paper and drop it in an available container, such as a trash can or bowl. One at a time, have teams each draw a game from the bowl, making sure they don't get their own game. Then have teams spend the next 20 minutes playing the games.

Afterward, have adult volunteers name the best game, craziest game, most practical game and best use of all materials. Reward each team with a loud cheer.