

youth games

POCKET SCAVENGER HUNT

WORKS BEST

Any size group. The up-front person divides teams, you can do this by chair sections or just counting them off into separate areas.

NEEDS

No materials needed.

THE GAME

The leader running the game then yells out a demand for a common item that people might have on them. The first team to bring up that item wins that round. Have each team elect ONE runner to run the item up to the person up front.

Examples of what you might tell them to hand in:

A shoelace

Bus ticket

Mobile phone

A sock with a hole in it

Someone with red hair

A piece of snot (eww gross)

A receipt for more than \$20

4 ipods

Vanilla lipbalm

A pocketknife (always a good way to flush weapons out of your event, don't give this back!)

A pocket bible (give this person a hug)

A digital watch