

youth games

SPEEDY FINGERS

WORKS BEST

Small group. Youth Age 12-18. A screen/whiteboard (though not necessary)

NEEDS

Pretty much everyone at youth events have their mobile phones with them, and they are really the only props you need.

THE GAME

Have a couple of volunteers come up the front (or pick some people who you have seen on their phones way too much). Make sure they turn off the 'predictive text' feature on their phone so that they have to type each digit individually.

Have them place their phones in their pockets and wait for your cue. This way you can even have them walk ten paces and pull out their phones "quick-draw" style before they compete.

On your cue the competitors race to type in a message and send it to the phone number you provide. It works best if you put your phone number on a big screen if you have one, or just write it on a piece of paper. The first one you receive the correct message from is the winner.

Some messages you may want them to type include:

A Dr Seuss rhyme.

A bible verse.

Something you want the whole youth group to know, like details of an upcoming event.

Put the message up on the big screen if you're using one.