

Youth Group Online: Games

All the following games can be done on Zoom or another form of video chat.

Scavenger Hunt:

One leader has a list of items of things that can be found around the house. Each round, they ask the youth to either go get the items from wherever it is in their house, or if they don't have it, to draw whatever items is asked for. A list of items is below. Give the youth a time limit.

- Takeout menu
- Dr. Seuss Book
- Best Quarantine Meme
- Fork
- Apple
- Floss
- Pencil
- Sock with hole in it

Etc.



Charades:

Using the private chat feature, one youth leaders sends a list of words to one of the youth. They will try to get the others to guess the words without saying it.

For Example if the word is CAT, one might say “pet, fluffy, small, meow”.

Change words up for each youth that goes.

Werewolf/Mafia:

This game has many variations. The one I play is with Werewolves as opposed to Mafia, but they are essentially the same. One leader is the storyteller, and using the private chat feature you will give all the youth their roles. The roles are:

Werewolf: depending on the amount of youth, there are usually 2 – 4

Villagers: anyone who doesn't have a specific role is a villager

Psychic: each night, can ask to know one other person's role

Hunter: If they get killed or disappear (depending on how you tell the story) they can take one other person with them to be killed or disappear

Healer: each night, they can choose one person to save, including themselves.

Cupid: on the first round, they choose two people to be “lovers” or “siblings” depending on the language used. If one of the people in the couple dies or disappears, then the other couple does as well.

There are many other roles and they can be customized depending on how you feel the group is. Included below are a few links with other roles you can use or switch out with any of the ones above.

Gameplay:

After everyone gets a role, the storyteller starts by telling everyone it’s nighttime and to go to bed.

First the Werewolves wake up and decide on one target by pointing or using private chat.

Next can be the Healer or the Psychic. Using the private chat, they too tell the storyteller who they want to save, or whose role they want to know about.

Only during the first round does Cupid wake up during the night. They indicate who the two villagers are that are going to be connected.

At the end of the night, the storyteller tells everyone to wake up, and informs the villagers who was the target from the night before. They are no longer in the game but can continue to watch. Usually for this part, I try to make up a fun story. For example, the person was walking down by the beach, got distracted by a dog and followed it into the woods and never came back. Whatever you want it to be.

All the person then point fingers at who they think the werewolves/mafia might be, and they make cases as to why they think that. At the end of the “day” the villagers decide on one person depending on the cases that were made, and whoever was voted against (only one person) will reveal their role.

The goal is to guess the werewolves/mafia and not the innocent people.

The next “night” the same order of service happens again. It continues until either the villagers “win” by figuring out the werewolves/mafia, or if the werewolves/mafia win by overpowering the villagers.

<https://www.playwerewolf.co/rules/roles>

<https://www.girlgeekupnorth.co.uk/werewolf-the-game-part-2/>

<https://town-of-salem.fandom.com/wiki/Roles>

Jackbox TV Games

This requires buying the Jackbox party pack, but if you have between 4 to 8/10 (depending on the games) youth they can be really fun. They require two devices (computer for video chat and phone or tablet for game play). The leaders shares their screen which will have the Jackbox Screen and TV code. Fibbage and Drawful are good games for kids/youth.

