

GOLDEN TICKET

**Keeping our young people when their Primary Schools
say Good-bye**



Many of you will have been at tearful Leavers' Services when the Year 6 children are moving on from their old, safe, small primary school and moving onto bigger and scarier things.

A lot of churches have strong relationships with their local Primary schools, whether church schools or not; with whole families, parents and children, as they grow up from the tiny dots in Reception to "tweenagers" on the cusp of adolescence in Year 6. In many places, clergy or school visitors know the year 6's by name - or the Year 6's certainly know the clergy and visitors by name. They are used to assemblies, trips to the church for Christmas, Easter, RE lessons - and then the Leavers' service... when it's time for Goodbye's all round. Or that's how it can feel. It can seem as if they are not only turning from their old school, they are saying good-bye to Church too, before they fly off to secondary schools all over the place and we never see them again.

Here's a simple idea and some resources to help you carry it out that might just help you to keep hold of those kids.

Use the Leavers' Service and a Golden Ticket tucked inside a gift to invite the Year 6's to a special Reunion Party after the Summer, and from there you will hopefully have links, relationships and good will to help you to begin some regular youth work. And each year you could add to it with a fresh Year 6.

GOLDEN TICKET

Here's is a step-by-step guide to organising a golden ticket event for Y6 leavers...

1) **PRAY** - Before you do anything, PRAY...and keep praying!



2) **TALK** - start talking to Year 6's early about future plans; build the hype and excitement!

3. **GIFT** - choose a good gift for your leavers - include some food like sweets or chocolate. If giving a Bible, make it a young person friendly one.



4) **TICKET** - insert your Golden Ticket, preferably in a bar of chocolate

5) **PARTY** - plan a great party or event at the end of the summer or beginning of the September term.



6) **WHAT NEXT?** - Plan something to invite them to next, whether it's a regular club, or another one off, perhaps at Christmas or New Year. Make sure they don't leave the party without an invite to something else - use the party to find out what kind of things they like to do and plan something they'll like for the future.

6) **HEART?** - keep a Christian heart to everything you do - the young people all know that you're from the Church and what you are all about, as they have been brought up with you.

1. BEFORE ALL ELSE –



PRAY!

Before you begin this project and throughout the planning and executing of the event, of course you will need to be praying.

Here are a few ways you could focus your prayer and mobilise your whole congregation to feel a part of the project:

Ask for a class list from your school for Year 6 – you will need to explain to your head the idea for the Golden Ticket event, gain their support and interest, and tell them that you would like to pray for the young people by name during their transition time. Assure them that the list will only be used for prayer and for the gifts and invites at the end of the year.

If you are able to **get a copy of their class photo**, that would also be a great aide to prayer, as a way of you getting to know them and match names to faces more easily too. Again, ask the head and explain the purpose. A small group of keen pray-ers could use the list and photo to pray regularly for the young people and for the project as a whole.

If you have a spare noticeboard at church, you could **make a prayer board** especially for the school Year 6's (updated each year). When they come down to church, they will feel valued and part of the church community already. Your congregation will be informed and be able to recognise them if they ever come to church independently.

If your school uses [Prayer Spaces in Schools](#), try and encourage them to have a space especially for the year 6's (if they don't use PSS why not suggest it, as a great way of developing spirituality in children in schools)

Don't forget to pray in your regular intercessions slots at services, encourage prayer in homegroups or maybe you could use it as a reason to start a regular prayer group for general Mission and Ministry in your church.

2. TALK



Start talking to the Year 6's early about future plans; build the hype and excitement, as early as you can, from about Feb/March onwards.

Ask the school for an opportunity to go in and talk to the Year 6 class and tell them about the idea. Make sure you keep the Y6 teachers and the head in the loop throughout the process.

Get them talking about parties, what they enjoy doing, what their favourite foods are, their music tastes, games they like to play.

You could **give out the Party Feedback sheet** to get ideas directly from the horses' mouths, to inform your planning and to ensure you give them what they want, not what you think they might like.

Nearer the end of the year, **put up posters** (you can use the [customisable poster template](#)) and if your school has a Facebook or other social media network for parents, see if you can get onto it. This will provide you with a brilliantly interactive form of promotion. You can keep on adding reminders, right through the Summer too and in the early stages you can ask for ideas, comments, thoughts and feedback, before and after the event. If you are going forward with a regular youth group, Facebook is a great way to communicate with parents. If you need help or advice on using social media please contact, charlotte.nobbs@peterborough-diocese.org.uk

Don't be afraid to **talk to the Year 6's during whole school assemblies** and tell them about the Reunion Party sooner rather than later. This could give them a real sense of "specialness" and build the anticipation for the other year groups for when it will be their turn in the future...

Talking to them about this may also have the effect of lessening their fears of their post-Primary school future, knowing that there will be at least one day after they have left school, when they can see their old friends and return to a "safe place". We can underestimate what an unsettling time it can be and sometimes it's combined with hormonal changes too. As churches we can offer a long term pastoral service to these vulnerable young people.



3. GIFT

Start thinking and researching early to find the best gift(s) for your Year 6 Leavers. Many schools have Leavers' Services at their local Church, but if not they may still have a Leaving ceremony of some sort. Try to get an invite and ask if you can give them all a gift from your church. It's great if it's a clergy person or a church member presenting them with the gift, but the gift still needs to be clearly labelled that it's from the church, so that when they look back on it, it reminds them of you. Labelling is especially important if they will be giving them to the young people at school on your behalf.

As the Golden Ticket idea references the classic Roald Dahl tale of Charlie and the Chocolate factory, it would be great if you can give the young people a **bar of chocolate**, and even better if you can slip the ticket into the wrapping! Make sure you consider those with any allergies or food intolerances.

If not chocolate, a small bag of sweets (eg Haribos) stapled to the ticket could work just as well. It needs to be a treat and something that they want.

Many churches like to give Bibles, but it's vital that it's an attractive modern Bible in a readable translation; not too boring and adult, but not too baby-ish either. Presentation Bibles might look nice, but if inside they are impossible for an un-churched 11 year old to read and make any sense of, they are as good as useless.

I would still recommend giving a sweet treat as well as a Bible (or alternative) – just as an extra to make them smile!

Examples of Bibles, Gospels and Christian books that we would recommend as suitable are in the list of resources included with this pack.

Other sales points are available of course, you may like to research yourself to find the cheapest or best source for your needs. You may have a local Bible bookshop, which will appreciate your support. In the Diocese there are at least two and you may know of others.

[Heyford Books](#), New Creation Far, Furnace Lane, Nether Heyford
[Peterborough Christian Bookshop Ltd](#), Westgate, Peterborough.

4. TICKET



The Golden Ticket, inviting the Year 6's to the Party/Event, needs to be inserted into your gift: tucked into the front of a Bible or into the packaging for a bar of chocolate, or attached to a packet of sweets, or however you want to present it. Try and make it fun!

[The ticket template](#) can be customized with your own details i.e. church, school names, venue, date and type of party/event, before printing on Golden paper.

The reverse of the Ticket needs to have a very simple form, but with vital permissions, information and contact details on it, to keep you and your young people safe, plus giving you information and contacts going forward.

The sample ticket shows some of the key information needed: emergency contact and medical information, space for a permission signature and contact details, including email address. The small print section about all leaders being DBS checked and following Diocesan Safeguarding policies, is good practice to share.

Make sure you remind the young people that the event is by ticket only – so they need to keep hold of their ticket and bring it to the event, with the reverse filled out.

We would highly recommend using Gold paper for your ticket. You can buy printable golden paper from different suppliers, but we would suggest, where possible to buy eco friendly paper.

5. PARTY



TIME TO PLAN YOUR EVENT

Firstly, you need to decide what sort of event you can successfully host and the most suitable date and time. Make sure you use the research you carried out with Year 6's (see Talk section) to inform your choices where possible.

In order to make sure that the event is successful you need to consider various issues:

VENUE

Choose your venue carefully, with the maximum potential number of young people in mind. Think of potential hazards to avoid, perform a risk assessment (you can download a template from the website). Click here for a sample risk assessment. Ensure there is a minimum possibility of damage to property e.g. if you decide to use your church building, ensure precious, easily breakable items are put away.

It is perhaps obvious, but simple questions need to be asked such as, do you have facilities such as water and toilets?

The room layout can make a huge difference to the dynamics of a group, so think about seating, tables and general layout. 10/11 year olds will usually "spread to fill the space" if a room is too big and they are over-excited, so think about partitioning a big space, keeping them a little more confined and controllable.

A café style layout, with some board games on tables, or beanbags/comfy chairs/sofas would facilitate an ideal laid back chatty feel, if your venue will allow it. Try to add some colourful touches such as plain bright table-cloths, if the tables are ugly.

If you have no suitable venue, or the option/budget to hire one, think about a suitable outdoor space - weather depending, of course! If it's a public space there are other issues around safeguarding and permissions so a private space is preferable.

(cont...)

5. PARTY



VOLUNTEERS/LEADERSHIP

Ensure that you have a team of suitable leaders/helpers to run your event. As a one-off event (potentially), you should, hopefully, find it easier to get volunteers and helpers. You will need someone to lead the session, people to perhaps run games or a disco, people to provide and serve refreshments and others to help with “crowd control”. Whilst a party for a group of 30 young people could be successfully run by 2 or 3 experienced youth workers, the bigger the team, the easier it will be. Just remember everybody will need to be DBS checked. The Diocese will pay for these and it can be organised through your Safeguarding Officer. Any questions, contact the **Diocesan Safeguarding Officer, Angie Barber**: angie.barber@peterborough-diocese.org.uk.

Make sure you allow plenty of time for the checks to go through, so start recruiting early. As with any youth and children’s work volunteering, it’s not advisable to put out a general plea for help, but approach people who you think would be good and who you know something about, or who come recommended from a trusted person. There will be different levels of skill and experience needed; baking cakes, and serving them with a friendly face and listening ear, is a different skill to running a set of games with lively 10/11 year olds, so you will need a mix of people to help out.

TIME AND DATE

Depending on your Church calendar, holidays and other local issues, it may be good to set a date before the young people have gone to their new schools – perhaps early September or late August, when they are bored of the long holiday and perhaps haven’t seen each other for a while. Alternatively, you could let them get a few weeks under their belt in their new schools; they might be very keen to share their new experiences, especially if they go to a number of different schools. Gathering them together may be harder, the longer you leave it, however. The excitement of new friends and new experiences may render their old school friends obsolete for a while. When you are doing market research with the Year 6’s earlier in the year it may be worth asking them which they think might be better although the parents would be more useful to ask, as young people tend to only think a day ahead if you’re lucky!

5. PARTY



REFRESHMENTS

Listen to what your Year 6's suggest, but you can't go wrong with pizzas, hot dogs, crisps, cakes, doughnuts, sweets – basically anything very bad for you!! Word of warning: If you are going to fill them full of sugar, fizzy drinks and energy, it's better to do that near the end of the session, so that you don't have to deal with the resulting hyper-activity... Maybe a few small treats at the beginning as they arrive, but not too much sugar all at once!

Do have some alternatives for those with allergies, or some healthier options just in case someone can't eat too much sugar/fat, but it's a one off party and your main aim is to be appealing and fun, so don't worry too much about their balanced diets!

COST

There will be a cost to this event and I suggest you don't, at this stage, pass that on to the young people. If funds are stretched, maybe some of the young people or children from your congregation could do a fundraising activity especially for the event.

The main costs of the whole Golden Ticket programme will be your Leaver's Gifts, printing tickets, posters and refreshments. You may have to pay to hire a venue if you don't have a suitable one belonging to the Church. You may need to buy some games or sound equipment, or even some beanbags/comfy seating but these would be an investment for long term youth work. If you think you might be setting up a new youth group coming out of this event, it would be worth contacting [Northamptonshire Association of Youth Clubs \(NAYC\)](#) who may have funding available.

5. PARTY



CONTENT

What are the young people going to do?! As this is a reunion party/event – most of the time can be given over to simply letting the young people chat.

Having board games around gives the awkward ones something to do and gives leaders an easier way to engage with those on the fringes. A selection of suitable games for this setting is listed in Appendix 5.

Have some background music; there are very cheap, often tiny but effective wireless speaker systems that connect to smart phones. If you have a young person to consult/borrow from that's the best. Make sure you research the Year 6's music taste and download a selection of songs (having vetted them for explicit/racist/misogynist lyrics!). The young people may want to plug their own phones in to play their favourites. It is worth being aware of the possibility beforehand and having a pre-decided policy on it. If you do allow them, keep an ear out for content and be prepared to unplug if necessary!

If they are happy chatting you don't need to force them into organised games or activities, but it is worth have a series of games up your sleeve in case they get restless, bored or too exuberant!

See the resources pages for group games plus some icebreakers appropriate for this age group, if you need some ideas.

You might choose to do something completely different with your young people, if something came from your market research that suits your space and leadership team – maybe a **barbeque or picnic in an outdoor space**, or a **sports session** might work just as well. You might have someone in your church who can run a disco. Whatever activity you choose, it needs to have **opportunities for the young people to talk and build on relationships, with you and your team, and each other**, and it needs to be manageable and most importantly fun!

(Cont....)

6. WHAT'S NEXT?

The Golden Ticket event could be a **one-off, or annual event**, and there will be lots of positives to take from this. You will be putting down a clear marker that Church is still there for these young people at a time of big change in their life, showing them that you care about them and giving them a fun memory, which could inform their thoughts about church as they grow older.

However, the potential strength of this programme is that it gives you **an opportunity to launch something new and more deep-rooted, from a solid base**. It gives you the opportunity to welcome into your community a group of young people that you already have a relationship with; to strengthen it and build on it – and potentially move onto making new followers of Jesus to be discipled and nurtured.

There are as many ways of going about that task as there are churches in the Diocese, but here are a few ideas for ways forward.

At any point when thinking about setting up a group or running a new activity you can always get in touch with the Diocesan Children's Mission Enabler Charlotte Nobbs (charlotte.nobbs@peterborough-diocese.org.uk) for support, ideas, someone to talk to, or with any specific issues/questions.

ONGOING OPEN YOUTH GROUP

The most straightforward option is to run an “open” youth group, where you open up a suitable space, provide some games and equipment, refreshments, music and people to monitor, listen and help. Then allow the young people space to chat, be with friends and hang out. This works well with groups of 12-20 but any less and they can get bored easily and might need some more structure to a session. Any more and it can get hard to control, so again, more structure, more leaders, dividing up the group into different activities can be solutions.

For those in Northants, the [Christian based youth club charity NAYC \(Northamptonshire Association of Youth Clubs\)](#) is a useful resource. They can provide consultancy and potentially some funding before you start up a regular youth group. For a small annual fee you can affiliate, giving you access to area workers and specialists who will happily come out to your group and help you, run sessions, provide resources and ideas.

6. WHAT'S NEXT?

TABLE TALK

A great resource that could be a part of your open youth group or could be at the heart of a new initiative is **Table Talk**, a discussion starter board game from the **Ugly Duckling Company**. **Table Talk** — [UDC \(theuglyducklingcompany.com\)](http://theuglyducklingcompany.com)

This very simple, but innovative and potentially ground-breaking “game” was developed after research into our culture, it’s patterns of belief, changes in attitudes and current ways of thinking about spirituality, faith and religion. They found that many people in Britain today, and particularly those from younger generations are culturally so far from the Church, in knowledge, understanding and even recognisable points of contact in common, that traditional pre-evangelism courses such as Alpha, Christianity Explored etc. are still too big a jump for many people.

Those courses expect people to be spoken to and listen, with an “authority figure” in charge of the session, they expect people to understand a basic Christian understanding of God, and a desire to hear more about Christianity.

Table Talk, amongst other resources from this company, is designed to give people the **opportunity to talk about the big questions of life, interspersed with the not so big questions**, making for a relaxed but potentially powerful session. Packaged and presented as a quality board game, it’s a great icebreaker/ tool for getting discussion going in a non-threatening way. You could serve food before or after playing the game to make a fuller session.

"SEEKERS" OR DISCIPLESHIP COURSE

If you feel that the young people have a little more of a grounding in faith, perhaps from their contact with your church, they may be interested in learning more. There are a number of different youth discipleship courses, which can be used as a framework for sessions. They usually feature food, games, activities and other fun elements, alongside the teaching and faith discussion elements. They are designed to be user-friendly and can be used “off the peg”.

Some examples include:

[Youth Alpha](#)

[Youth Emmaus](#)

These courses have a limited time frame and so aren’t such a big commitment (from the young people or your team) as a weekly, monthly or fortnightly regular club.

6. WHAT'S NEXT?

SMALL, FOCUSSED DISCIPLESHIP GROUP

Small, focussed Discipleship group

It may be that you pick up that there is a core of young people who would come along to a more focussed, in-depth discipleship group. This is likely to be a small group, but could be extremely important and strategic work. You would need to be open about what kind of group it will be – Christian teaching, nurturing young Christians, sharing issues and experiences, being a source of support and mentoring, and drawing into the wider Church family. There are many resources to help you with running regular sessions.

There are some other ways that we can help you to support your discipleship group with local Youth Worship Services, online worship gatherings and a young leader training programme. We also have an email group, Facebook forum for youth leaders and helpers, Twitter feed and the chance to meet up with other leaders every now and then.

OTHER IDEAS

There are many other possibilities for the future of your group and they may well depend on the interests and make up of those who come along to the party. Try to get a chance to chat to them about what they would like. Perhaps the next step after your reunion party might be an evening of food, games and listening to the young people, where you try and find out what they would like to come to; what their hobbies or interests are. These need to be matched to what you can successfully offer – so, what are the interests, enthusiasms and skills that your team enjoy?

Some possible ideas to suggest to them may include:

Film nights: gather to watch a popular film, have popcorn and treats, maybe have some discussion of issues contained in it afterwards.

Trip out club: facilitate the group to be able to go on occasional trips to local places – fire station, cinema, country park, bowling etc

Special Interest group: could be anything from crafts to woodworking to watercolour painting to hip-hop dancing

Music Group: if you or someone in your church has musical ability, you could form a group around a choir, band or music group. It may be that you just meet to play for fun, or maybe you could feed into an event, or even a church service.

Sports group: many young people enjoy sports and a football team, aerobics class or running club could form a core group to work with. Having an inclusive, fun and encouraging ethos could set your group apart from more competitive results driven teams in the local area.

Feel free to call in the Children's Mission Enabler to come along to your listening session and help bounce ideas around.



7. HEART

Whatever you do – the most important thing is that Christ is at the Heart of it.

When you are welcoming young people in Jesus' name, with a heart to see God's Kingdom come, He will bless your work.

You may end up working with 1 or 2 new young people, or a youth club of 30+, but what is vital is that it is coming out of an awareness of Christ's love for each individual young person.

Your volunteers, helpers and leaders need to be aware that they are ambassadors for Christ and can be hugely influential in a young person's life and faith journey – even if they are just selling them tuck with a listening ear...

You may be running a small discipleship group or running a regular football tournament, but both need to be open and transparent about who is running the session; people who are Christians, part of Christ's family, the Church. Whether you explicitly teach or talk about faith, or your session is primarily a social get-together, the over-arching ethos needs to be clearly Christian.

And while you are listening to the young people and standing alongside them, you will be building on relationships that have been gently nurtured through their experience of church during primary school.

By making an effort to re-connect and keeping communication open, we hope a and pray that you won't be saying "Good-bye" on Leavers Service day, but "See you soon"!

GAMES AND ACTIVITY IDEAS

INTRO

This is a list of Games which can be laid out on tables to be played flexibly, dipped in and out of and which anyone can pick up quickly.

It's all about inclusivity and flexibility, so avoid in-depth, highly complicated, over-competitive or divisive games like Monopoly, Trivial Pursuit, Cluedo or Risk. Sometimes you can get simplified versions of games or you could adapt them yourselves to make them simpler.

You want games and activities that can be played by ones and twos, or bigger groups, for a short time, that give them "something to do" but can be left if chatting is more fun. Try to avoid games that require lots of knowledge on a particular subject or where academically challenged young people could be made to feel inadequate.

Retro, silly, fun are all good words... this is meant to be comfortable and friendly, they are with childhood friends, so games from when they were younger are fine.

Many of these games are hidden in cupboards at home, after Christmas enthusiasm for board games has waned or can be picked up cheaply in charity shops. Some of the newer games could be purchased as investments if you intend to carry on with the group. It is always worth asking your Church family or village community for donations or to borrow games, to keep variety and freshness.

But often groups find their favourite and that can be all they want to play every week for months...

I haven't added descriptions of many of the games - if you don't know them, Google and Amazon are your friend (for information, not necessarily for buying)!

This list is by no means exhaustive, it is just to get you thinking and to give you an idea of what kind of games can work in this setting.

Finally watch out for "Adult" versions of some games - check the age appropriateness of the game before playing!

GAMES AND ACTIVITY IDEAS

CLASSIC TIMELESS GAMES

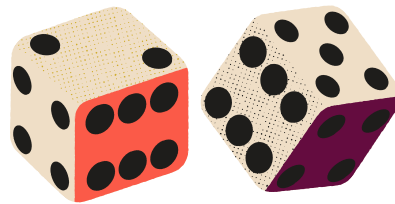
Dominoes
Jenga
Playing cards
Chess
Draughts
Othello
Coin football
Blow football
Scrabble (lighter version)
Rummikub

QUIZ GAMES

Trivial Pursuit - not in its full game form
Cranium Family Edition, quick version
Pass the Bomb
Tell Me

RETRO BOARD GAMES

Connect 4
Guess Who
Boggle
Ker-Plunk
Hungry Hippos
Buckaroo
Uno
Twister
Pass the Pigs
Pictionary
Mastermind
Whot!
Top Trumps
Rapidough
Yahtzee



ONE-PERSON ACTIVITY GAMES

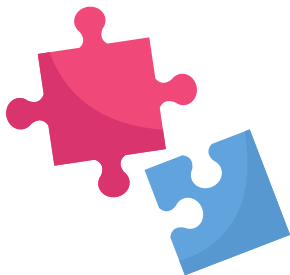
A Marble Run
Domino run
Stacking cups
Bop it!

NEWER/UNUSUAL BUT HIGHLY RATED GAMES

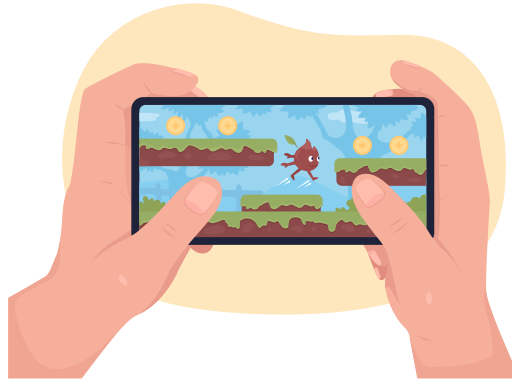
Exploding Kittens
Toru
Perudo
Banagrams
Linkee
Mr Listers Quiz Shootout
Qwordie

TALKING GAMES

Headbandz
Apples to Apples
Articulate
Yes/No Game
Scattergories
Taboo
Balderdash
Table Talk



GAMES AND ACTIVITY IDEAS



PHONE APP GAMES

Mobile phones aren't just used to play single player, intense, isolating games, there are some fun party game apps out there. Quite a few are free and unless stated otherwise are on Android and iOS. Some require wi-fi (stated) but not all.

Search your App Store for these titles.

- [Heads Up](#). (Charades type game)
- [Reverse Charades](#) - only available on Apple iPhone
- [Party Doodles](#) - only available on iPhone
- [Bounden](#) (same device multi-player, pairs dance app)
- [Spaceteam \(wifi\)](#) - includes in-app purchases
- [Bloop](#) (same device multi-player) - contains in-app purchases
- [Bam Fu](#) (same device multi-player, best on a tablet) iPhone only
- [Astro Duel](#) (iOS only, same device multi-player or with wi-fi extra iphones can be added)
- [Kahoot](#) (totally customisable quiz game, wifi) (also available on Apple iphone)
- [Dance Party](#) (iOS only)
- You can also get mobile/app versions of board games eg Table Talk

GROUP GAMES

There are probably as many icebreaker and group games out there as there are groups in the world, as every group seems to have their particular favourites.

If your young people are all from one school, you will not need “get to know you” type icebreakers. But if they are coming from a number of primary schools in your area, you might want to consider some mixers.

Games are good if the young people are getting restless; they are fun and engaging, but don't force them on a group that is happy chatting or chilling...

I've listed and explained (briefly but as well as I can) some favourite games used by people running youth groups, plus some links below to valuable resources to find more. If any games need more explanation, do get in touch to ask for clarification:
charlotte.nobbs@peterborough-diocese.org.uk

OTHER RESOURCES

Useful sites which include these and many more games are:

youthwork-practice.com - a wide range of youth work resources including games, crafts and lots of other ideas.

[Play It by Wayne Rice](#) and Mike Yaconneli (plus Play It again and a new, updated compilation of the two: Play It) An absolute treasure and seemingly almost inexhaustible - have it with you at all times, when you are with young people: THE best games book in the world! (very dated)

If you are affiliated to NAYC, their area workers will come out and lead games for you. They are also putting together a compendium of games and will lend or hire out the equipment to play some of the more specialised games eg Human Hungry Hippos (as seen in [this YouTube video](#)):

A brilliant little resource to have in your toolkit for youth work: YFC have produced [Rock Solid Playing Cards](#), full of ideas for games, prayer activities, discussion starters etc - brilliant!

MIXERS

Human Treasure Hunts/Name Bingo – prepare a sheet with a list of random facts about young people and then ask them to collect as many signatures as possible alongside the fact that matches each person. Eg Likes Marmite, Has been to a different Continent, can touch their toes without bending their knees etc

Either/Or – ask them to choose between two different things which they prefer by running from one side of the room to the other – they must choose one, they can't stay in the middle. E.g. swimming or football, red or blue, pizza or doughnuts etc etc. you could easily make it relevant to your group.

Drop it/Catch it – make a circle with a leader in the middle, they throw the ball to someone in the circle and say “Drop it” or “Catch it” as they do so. The catch is they have to do the opposite of what you say! Whilst in the circle you could begin or end the game by asking each young person their name and (for example) a favourite recent film as you throw the ball at them. They catch the ball, say their name and favourite and pass it to someone else.

Who am I - Sticking names of celebrities or characters to foreheads and guessing “Who am I” by wandering around and asking people yes/no questions.

True/False run around – Allocate one end of the room to “True” and one to “False”, the young people run to the end of the room they think is the correct answer to your True/False questions. It can also be adapted to a quiz on colours, where every answer is one of four colours, labelled around the space.

Foot Signing/Shoe Talk – Get everyone to take a shoe and sock off and sign each others' feet! Or alternatively, divide into two groups and each team makes a pile of their shoes (one per person), each person takes a shoe from the opposite team's pile and finds its owner, then asks them a pre-planned question in a set (short) time.

Mix and Meet/Haribo mixer – give the young people a handful of M&M's and assign different colours to different discussion starter/get-to-know-you topics eg blue =family. Alternatively use the different shapes in a pack of Haribos. They pick out a sweet then have to talk for a few minutes on that subject to a partner or in a small group.

Tangled – the group stands in a close circle and puts their hands in and grabs someone else's hands. Then gradually untangle and try and form a circle – without letting go!

GROUP GAMES

Suit Sit - young people sit in a circle on chairs, and each one is given a playing card, memorizes the suit and the cards are collected in again. Then the leader works through the pack of cards announcing the suit. If the young person is that suit, they move one chair to the left and sit down, whether there is someone already there or not. If they have someone sitting on their knee they cannot move even if their suit comes up, until they are released.

Who's the Leader? Sitting in a circle, one young person is sent out of the room and a leader is chosen. The leader starts an action eg clapping rhythmically, and changes it every few minutes, then the guesser comes back in and has to stand in the middle of the circle and guess who the leader is. It's harder than it sounds, if the group are able to be at all subtle...

Wink Murder - A perennial favourite, because everyone loves to "die" dramatically...! Very similar to Who's the Leader? but instead of choosing a leader, you choose a Murderer, who murders by winking at people. The young person sent out is the detective who has to work out who the murderer is while young people are extravagantly "dying" all around the circle.

Signs - another one that's very similar to Who the Leader? But a bit more involved - it needs some time, a group of at least 5/6 and quite a bit of concentration, but it's very satisfying and addictive. Before sending anyone out, each person has to decide on a "sign", a simple action, that is "theirs". The subtler the better eg, tugging an ear, crossing a leg, stroking their chin etc. Then spend time "sending" signs to each other by first doing your own, then another person's - that "sends" it to the person whose sign was done second. Following who has "control" of the signs can get difficult if you lose concentration. Then step it up a level by sending someone out. When they come in they have to spot who has "control" of the signs. An addictive game, once it's set up.

Human noughts and crosses - set up chairs in 3 rows of 3 and divide your group into two teams, sitting in a line equi-distant from the "noughts and crosses board". Number the teams (in opposite directions) and then call out a number - that young person runs to their chosen chair, sits down and either makes a cross with their arms or a circle. Continue until one team has completed a row.

Splat – a very popular drama warm-up game that many young people will know from school. A standing circle, with a shooter with an imaginary gun in the middle. They shoot at someone, saying “Splat!” – their target has to bob down while the two people either side have the shoot each other over their head, also saying Splat! The last of the 3 to react is out. When you get down to two people left, they have a “duel” by standing back to back, walking forward a pace each time the leader says a word, any word. When the leader says a pre-arranged word, they turn around and “shoot” each other saying “Splat”. The first to react is the winner.

Unsupported Circle – a simple trust game. Form a tight standing circle, turn so that everyone is facing the same direction, then simultaneously sit down onto the lap of the person behind you. If done right, with the optimum number of people (about 10-15) and with everyone about the same height/weight, the circle should self-support!

Balloon basketball – seat two teams on chairs facing each other, with knees almost touching. Place one person at each end, as a “goalkeeper” also on a chair. The most important thing for this game to work is that they must always keep their bottoms on the chairs AT ALL TIMES!! Throw in a balloon and one team tries to bat the balloon towards their “goalkeeper”, while the other team tries to bat it towards theirs. The goalkeeper tries to catch the balloon (rather than keep it away) and that is a goal to their team. As well as keeping sitting down at all times, this game works best with groups of young people who are a similar height.

Team Skittles – Divide the room in half and the young people into two teams. Set up two sets of skittles in rows one at each end of the room (can be empty bottles, or plastic cups (one upside down, one balanced on top the right way up), or proper skittles. The teams then arrange themselves to defend their skittles, whilst remaining in their half of the room. On “Go!”, throw a ball in randomly, then let chaos ensue when each team tries to knock down the other teams skittles. Add in more balls or adapt rules to make it more successful depending on your group.

Aggressive Waiter – An elegant/vicious game that is addictive. You need two place mats or trays and two “thwackers” such as rolled up newspapers, long tubular foam swimming aids or equivalent. It’s basically a duel between two people, where each person holds a tray balanced on one hand (not gripped, but balanced on a flat palm like a posh waiter!) and with the other hand they hold the thwacker like a fencing sword. The aim of the game is to try to knock the tray off your opponent’s hand, whilst keeping yours intact. It can involve graceful fencing moves, violent thwacking and anything in between and is often hilarious to watch. As a team sport, divide into two teams, number the teams and line them up on either side of the room. Call out a number and the two players run to the middle, pick up the props and play the game. Add up the winners to find an overall winning team.

Unihoc - can be played in teams the same way with numbered teams. Each player runs to the middle and picks up a hockey stick and tries to shoot a ball into a small goal at the end of the room. Watch out, it can get a bit violent, make sure you have rules about not lifting sticks above head, and if you use plastic hockey sticks, make sure they are strong - I've got through a lot of broken sticks playing this game...

Sock Throw - another one to make sure you risk assess first, but fun! Set up two chairs opposite each other (at least 3-4m apart), with an empty squash or pop bottle standing in the middle, and two sets of old rolled up socks next to it. Again, it's another numbered lined-up teams, game, played by two at a time. Assign a sock ball and chair to each team. When you call out a number, the two players run to the socks, pick one up their sock ball, run to their chair, stand on it and try and knock over the bottle by throwing the sock ball at it. If they both miss, they jump down from the chair and go over to the opposite chair and have another go - and keep trying until one of them knocks over the bottle.

Pirates - super-competitive, complicated but lots of fun. Watch out - young people ALWAYS try and cheat, so you need leaders to be watching carefully and keeping it fair. You need 4 teams and 7 pennies or small counters of some sort. The four teams sit around their "base" (a tray, cushion or similar) which are evenly spaced in 4 corners of the room, equidistant from the pile of 7 counters. Number the young people in each team, then call out a number, all the young people with that number run to the middle and pick up a counter and take it back to their base. **THEY CAN ONLY TAKE ONE COUNTER AT A TIME**, they then run back to try and get another one - but one team will be too late, so they can steal from another base instead of getting them from the middle. The first team to have 3 counters on their base at any one time, is the winning team. You have to carefully watch for teams guarding their bases by holding/hiding their counters so that they can't be stolen by other teams. They must sit back from their base at all times. It's a brilliant game; fast, furious and addictive - but it can provoke arguments, a sense of injustice and furious accusations of cheating if you aren't careful!

There are many, many more games out there but I hope these have given a flavour for the sort of games that usually work with this age group. Remember to keep instructions as brief but as clear as you can, set down rules at the beginning and be clear about who is allowed to adapt them mid-game, if anyone. Make sure you Risk Assess before you play and that your venue is suitable for the games you want to play. Most importantly **HAVE FUN!**

FULL BIBLES

The NCV Youth Bible is a safe bet, it is a full Bible, it treats them as young people rather than children and it should last them a long time. It has inserted stories, case studies, and highlights modern day issues and how they relate to the Bible and the presentation style is good.

Good News Bible Youth Edition includes journaling elements and dedicated YouTube channel. Also available to buy in bulk.

The **Soul Survivor Bible** is produced by the team behind the annual Youth festivals, NIV, with inserts and relevant ways to help bring the Bible to life for young people.

ABRIDGED VERSIONS

The Authentic Youth Bible, written in ERV (Easy Read Version) for a more accessible way in for young people.

The Lion Graphic Bible is an abridged version of the Bible is good for anyone who likes to read comics or graphic novels. This tells the main Bible narrative in dramatic and readable style. It's British and the author has worked on Marvel comics, no less.

The Action Bible is similar, but from America, also with illustrations by a Marvel and DC alumnus.

The Manga Messiah is a version of the Gospels in Japanese animation style. Very readable, with the distinctive super-cute people that young people will recognise and enjoy (whilst dividing opinion amongst many adults, I suspect!). There is some quirky naming of characters, some using Hebrew versions, some Greek, but it has an effect of freshening the familiar stories.

CHEAPER OPTIONS

Budget may be an issue for you, but there are lots ways of giving the young people something meaningful, which doesn't need to cost the earth...

GOSPELS

One option is to give a single Gospel – less overwhelming than the whole Bible, whilst containing the Good News of Jesus' life, death and resurrection.

[The Authentic ERV Youth Bible](#) is available as individual Gospels, still with extras to help make the most out of the text, like the full Bible but at a fraction of the cost.

[Christianity Explored Gospel of Mark](#) is not specifically for Young people, but it is clear, helpful and aimed at those who know little about the Bible, so a good alternative, which could last the Leavers a lifetime.

APPS

There are some good free Apps out there now, and you could point your young people to them by giving them a bookmark, along with their Golden Ticket and a sweet treat (see Appendix 3: App link Bookmark template). Just be wary and cautious; check out anything before you recommend. Some Bible apps feature social media type interactivity options which you may not want to encourage 10 and 11 year olds to be getting involved in, from a safeguarding point of view. There are also issues with UK appropriateness, as some apps can be very American.

[The most popular Bible app in the world](#) (American): Bible (also available on Apple iPhone)

[Faithlife study Bible App](#) is a free Bible app with some interesting features but it's also rather American and a bit adult.

[A Bible quiz app, Bible Trivia](#) is fun while giving them some key Bible knowledge – it would need to be given in conjunction with a Bible, to reinforce their reading.

IT'S YOUR MOVE

[It's Your Move is a Scripture Union resource](#), specially written for Year 6 Leavers. It's a book that is designed to help year 6's to face their move to secondary school, to remind them that God is always with them and to give them practical tips and advice too. There are also downloadable resources on their website too.

GOLDEN TICKET

SAMPLE TICKET



YOUR GOLDEN TICKET!

You have been Specially Chosen to attend a REUNION PARTY!

All Saints Church, Earls Barton invites you to come along to the church at 7pm on Friday 9th September for Fun, Games, Food and a great chance to catch up with old classmates!

Entry by this GOLDEN TICKET ONLY for the year 6 Class of 2022

We can't wait to see you

Charlotte Nobbs

Back of ticket (consent form)

<p>Name:</p> <p>Date of Birth:</p>	<p>Parent/Carer contact details (email, address and phone:</p> <p>Emergency contact if different:</p>
<p>Any special behavioural/physical needs, medical issues or food allergies?:</p>	<p>Doctor's name/address:</p>
<p>Please tick if you DO NOT give permission for named photos to be taken and used in promotional printed and online material by this church and the Diocese of Peterborough. <input type="checkbox"/></p>	<p>I consent to my son/daughter attending this party and I will pick them up at 9pm/allow them to walk home independently (Please cross out relevant statement)</p>
<p>Signed:</p> <p>Parent/Guardian:</p> <p>Date:</p>	<p>Contact Charlotte Nobbs: charlotte.nobbs@peterborough-diocese.org.uk</p> <p>All leaders and helpers at this party and future youth events run by All Saints have been DBS checked and trained in Safeguarding</p>