How to Play No No Game

Materials

• tokens such as poker chips or small stones – one for each youth

Instructions

- 1. Give each youth a token.
- 2. They mingle in the room and ask each other questions, trying to ask things which will get the other one to say no.
- 3. If a youth uses the word "no" in their answer:
 - If the person asking the question still has one or more tokens, the youth who used the word "no" must give all of his or her tokens to the questioner.
 - If the person asking the question doesn't have any tokens (because they were lost to someone else), the youth who used the word "no" must give one token to the questioner
- 4. If a person asks a question, they must also answer a question from the other person.
- 5. Once both people have asked and answered a question, they should move on to somebody else.
- 6. The person with the most tokens at the end wins.

Variations

To make it more challenging, you can also include "not", "none", "negative", "never", "nobody", "none", "nothing", and "nowhere".

For a super challenging version, after a few minutes of normal play, you can disallow any words which start with the letter "N".

More Resources

Yes No Game (Icebreaker)

Won't You Smile (Icebreaker)

More Games for Youth Ministry

Fiat – A Lesson Plan on Mary's Let It Be Done

Get more youth ministry games