**Twitter Night Program**

Show pre-event video clips: Total length: ?? mins

Welcome to Online Friday!

Welcome of Newcomers

Welcome to Twitter Night!

So what is Twitter?

Brief intro and/or video clip

It is time to Tweet!

Game 1: #Name – Teens have to divide into groups no larger than 8 and choose a name for themselves that starts with the word Hashtag. They write their name on a piece of A4 paper and one member of the group shares it on stage. The group with the most creative name wins a prize.

Game 2: Follow – This is a game of shepherd and sheep where each group has to decide on a way in which their shepherd will lead them to a different location – it cannot involve speaking. All the sheep are blindfolded and stand in the middle of the room (all groups together) and then we will take the shepherds and position them at different places around the youth room. When we say "Go" the shepherd has to use the pre-arranged signal to guide all the sheep towards them - until each sheep has one hand on their shepherd. The first team finished wins a prize.

Game 3: 140 Characters – each group is given a Bible passage that they have to tweet using 140 characters or less. They have to write the tweet on a sheet of A3 paper and one member of each group will share it on the stage while our judges will decide which group is worthy of a prize. Possible Passages: The Ten Commandments, The Beatitudes, The Lord’s Prayer. Idea – consider having three different passages that are chosen at random by each group - possibly in an envelope.

Game 4: @GeoTag: In this game each group is handed an envelope that contains a Geotag – a location on the church property. Ie. @Kitchen or @PrayerRoom or @GuardHut. They have to race to that location as a group where they will receive their receive a sticker that is placed on one person designated as the sticker collectpr and the next geotag location from a leader. Once they are sent back to the place where they started they return to the youth room and the first group back receives a prize.

Game 5: Hashtag – The MC calls out various hashtags and teens have to find others in the room who identify with that hastag and form a group with them. Example: If #HighSchool is called out then teens have to get into groups with people from the same high school they attend. Anyone who finds themselves in a group of two or less will be eliminated each round. The remaining teens (this could be as many as ten or as few as 3) win a prize. Names: Birth Place; Suburb; Favourite Colour; Favourite Drink; Favourite Food; Number of Siblings; Favourite Sport; Birth Month

Game 6: Re-tweet: Each teen is given a computer label sticker and have to write something worth sharing (a tweet of less than 140 characters) with others on it and then stick it on the wall (the white boards in our youth room will be covered with blue cardboard onto which they stick their white sticker). Teens are each given 3 small coloured round stickers and have 5 minutes to read the tweets and re-tweet their favourite tweets by placing a sticker of each tweet they want to re-tweet. The top 3 re-tweets get a prize.

Small Groups

Announcements

Refreshments