

FRIEND OR FOE

This game is designed to illustrate how we are influenced in our lives, and how difficult it is to determine what is good advice and what is bad.



Have a person waiting outside the door while the room is being set up. Place a variety of obstacles, such as pop bottles, around the floor so that one would have to avoid them in order to walk across the room. Then blindfold the person waiting outside and bring the teen in. The object of the game is for the blindfolded person to try to walk from one side of the room to the other without knocking over any of the obstacles.

The blindfolded person must get directions to cross the room (around the obstacles) from others in the room, but he does not know who is a friend and who is a foe. They will both be giving instructions. It is up to the blindfolded person to determine who is giving good advice and who is giving bad advice. Whether or not the

person can make it through without knocking any obstacles depends upon who he decides to listen to. He may decide to listen to no one at all and simply try to make it on his own.

After that person crosses the room, someone else can try if they think they can do better. (Rearrange the room a different way this time.) Afterward, ask the group questions like these:

- To the blindfolded people: How did you decide whom to listen to?
- To the blindfolded people: How did you feel when you followed a direction and it turned out to be bad advice?
- To the friends and foes: What tactics did you use to keep the person on or off the right course?
- To the group: How is this situation like the world around us? In what ways does the world try to influence us? How can we learn to stay on course?

If the group is large, it would be best to only have six or so who are the friends and foes, while the others simply watch the action. This game will provide a lot of laughs, as well as some good learning.