

FINGER FENCING

TIME 5–10 minutes

NOTE A demonstration is helpful in leading this activity.

THE GAME Tell partners they're going to learn to finger-fence. They should stand one to two feet apart and clasp opposite hands as if preparing to arm-wrestle. Partners extend the index fingers of their clasped hands, pointing at each other, with their goal being to be the first to touch the other person. To begin the duel, partners raise their free hands above their heads and shout "en garde!" When the touch is made with their sword finger, the winner proclaims "touché!"

ONE-HANDED SHOE TIE

TIME 5–10 minutes

THE GAME Tell each player to untie his or her shoes and, in pairs, cooperate together to retie the four shoes, with each person using only one hand.

TALKING POINTS

TIME 5–10 minutes

THE GAME Announce a talking point that allows partners to get to know each other better in five to ten minutes or less. Examples include:

- › Talk about a subject that makes you proud.
- › Talk about an injury or illness you've had.
- › Talk about your family.
- › Talk about something that makes you happy.