



tag! you're not it!

Here's a simple game that requires no supplies and zero prep.

Have your teenagers spread out in your youth room. Everyone

games to life

This is a great way to get your teenagers' unchurched friends through the door—create life-sized versions of board games.

Have your volunteers dress up as the characters from Clue, for instance—Professor Plum, Mr. Green, Miss Scarlet, and so on. Gather the props necessary—rope, candlestick, fake knives and guns, and so forth—and turn your church rooms into the various rooms from the game. Then give teenagers papers that match those in the real game, and have them try to figure out who the murderer was, where the crime took place, and what weapon was used.

While Clue has the most opportunity for role-play, games such as Life and Stratego would work too. This is a great, non-threatening way to connect with new teenagers.