

This game setup requires little prep and minimal props.

Divide the group into two halves, and then assign each person a partner with whom they must lock arms side-to-side throughout the game. You could use this premise for just about any game—tag, races, capture-the-flag, and so on. Give one of the two partners a unique problem. For instance someone might be able to take two steps forward, but then takes one step backward. Or have one stop every five seconds to sing a line from *Amazing Grace*. Or maybe the person keeps passing out. Make the maladies crazy—but not too hard or teenagers will just get frustrated. After each game, switch which partner has the problem.

You could have a post-game discussion about helping others deal with their real-life issues, rather than focusing exclusively on our own needs and wants.