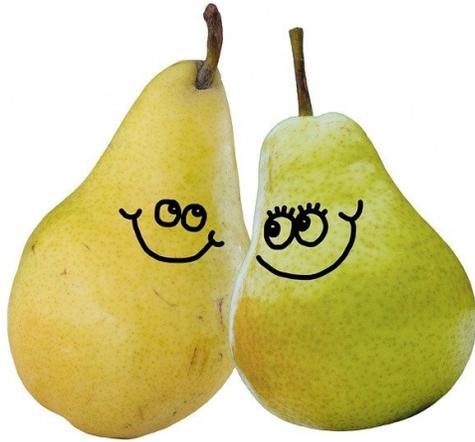


**“Jesus called the Twelve to him, and he sent them out in pairs.”**



## **1. The Mirror Game**

Partners stand and face each other. One acts as the leader, moving their arms, legs, head, and face, in a slow steady pattern so that they can be ‘mirrored’ by their partner. The follower strives to copy the leader exactly.

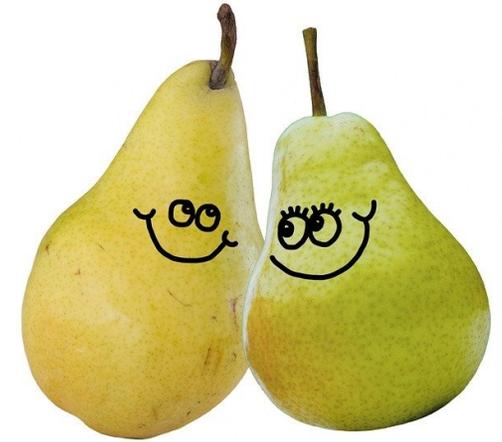
## **2. Details**

Partners begin by facing each other and studying each other’s appearance for a few moments. Then they turn back to back and alter something thing about their appearance. For example: a watch might be removed, or a shoe untied. Partners should be subtle and sneaky. When both are ready, they turn to face each other and try to identify what was altered.

## **3. Standing**

Partners sit back-to-back on the floor. By using verbal commands and physical movements, the pair must reach a standing position.

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#### **4. Rock, Paper, Scissors, Shoot**

Rock is designated by maintaining the fist, Scissors by creating a “V” shape with the middle and index fingers, and Paper by holding the hand flat. If players throw out the same gesture, the game goes on. If not, it's decided by the following rules: rock crushes scissors, scissors cuts paper, paper covers rock. Play several rounds and keep score. The partner with the most points wins.

#### **5. Thumb Wrestling**

Partners extend arms, same arm for each partner, lock all fingers with thumb pointing up, and attempt to “pin” the other thumb for the count of three.

#### **6. Toe Fencing**

Partners face each other holding wrists of partner. The object is to reach out gently with a foot and tap - no stomping - the other person's toes. This should be done while avoiding the opponent's feet from tapping yours.

#### **7. The Story**

One of the partners starts by saying a simple phrase stating a condition, such as "A person is sitting on an airplane," or "It is raining outside." Each partner then adds one sentence to the story until it is completed.

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