**HUDDLE UP**

**How to play:** Divide preteens into four even groups and have each team go to one corner of the room. Each corner should have only one team there. Each round the group leader will give a command, which communicates to the groups how they will travel to the opposite corner. Players must continue the action the entire time traveling to the opposite corner. Groups will experience a traffic jam somewhere in the middle of the room, so make sure preteens don’t slam into each other. The first team to have every member successfully get to the opposite corner, hold hands as a team and sit down receives 100 points. The team with the most points at the end of all the rounds wins.

**Use the following commands:**

Walk backwards  
Hop on one foot  
Hold hands  
Leap like a frog  
Spin around  
Dance  
Crawl on your hands and knees  
Jump up and down  
Hop like a Kangaroo  
(If you can think of more, then go for it)