



Find The Leader

Description

Description

The group works together as a group in an effort to stump the guesser.

Supplies

- No supplies needed

How to Play

1. Send one student to be the guesser and send them away from the area for a few seconds. Determine a space to send students where they can be seen, but not hear what the group is saying.
2. While the guesser is away, choose one student to be the leader.
3. Tell the group everyone must copy the leader and do exactly what the leader is doing as quickly as possible in order to not give away who the leader is.
4. For example: if the leader puts their hands on their head the rest of the group would put their hands on their head.
5. Let the group know the goal is to work together as a team and try to trick the guesser. In order to do that:
 - The leader must move slowly and try to make changes to the movements when the guesser isn't looking directly at them.
 - The group must try not to look directly at the leader (explain or demonstrate peripheral vision).
 - The group should try to be quiet so no one gives away who the leader is.
6. Tell the group it's time to start the first round and to start following the leader's movements.

7. Call the guesser back to the group.
8. Instruct the guesser to stand in the middle of the circle.
9. If the guesser guesses correctly or makes two incorrect guesses, a new guesser is chosen, sent away from the group, a new leader is picked, and the group continues playing until time is up.

Activity Prompts for Reflection

- What did our group have to do in order to act as one during this activity?
- How did we work together to make it more difficult for the guesser?
- What is one thing you wish we were able to do as a team during this activity?
- What kind words did we use with one another during this activity?

Other Ways to Play

- Younger groups might need an adult to show them how to be the leader during an initial practice round.
- Challenge students to do more than just a movement when they are the leader. Have the leader do patterns like clapping or snapping, etc.

Additional Notes

- Use the [SEL Activity Prompts](#) to tie other SEL competencies to this activity.

Category

1. Activities
2. Relationship Skills

Sel-competency

1. Relationship Skills

Allotted-time

1. 20 minutes

Themes

1. No Supplies Needed
2. Work Together-Teamwork