

# Who's the Leader?

Grades K–5

## BENEFIT

Concentration skills,  
observation skills

## LOCATION

Grass, blacktop,  
multipurpose  
room

## EQUIPMENT

None

## Tip

Remind the students to avoid staring at the leader. This will give him away.

## Tip

The leader should change the movement every 10 seconds or so; otherwise, it will be extremely difficult for the observer to guess the leader. If the leader doesn't change the movement often enough, give him a verbal cue; for example, say "Scramble!"

- 1 Have the entire class sit cross-legged in a large circle.
- 2 Pick one student to be the observer. She must leave the circle, go off to the side momentarily, and cover her ears and eyes. Once the observer is away, quietly select one student from the circle to be the leader. Everyone in the circle knows who the leader is; the observer doesn't know.
- 3 The leader chooses a movement to begin the game—clapping, gently slapping his own head, patting the ground—it's the leader's choice. All the other students in the circle must mimic the leader. The leader changes the movement periodically; the other students in the circle must pay attention and change their movements to match. Once the students are moving, tell the observer to return. The observer stands by the circle, not knowing who the leader is.
- 4 The observer must watch the group and figure out the leader. The observer gets three guesses.



The observer stands outside a circle of students and watches them perform various hand movements. As the movements change, the observer tries to guess which student is leading the movement.