



Decision making



Communication

Title of the game

Follow the Leader

Students use powers of observation to identify the secret Leader of a group of Followers

Recommended age for this game:

11-13

Duration:


25 min



Number of Students:

7+

Game Use:

 In the classroom



Instructions:

Out of a group of students, select one to be an Inspector. The Inspector's job will be to try and identify a secret Leader amongst the rest of the group.

Once the Inspector has been selected and left the room, the facilitator selects one student to be the Leader. All other students are now Followers and they must copy everything the Leader does. This can be yawning, scratching their head, humming, skipping and so on. Call the Inspector to return to the room, where they must try to identify the Leader.

Once the Leader is identified, they become the Inspector and must leave the room. The game can be repeated as many times as is required.



Materials:

None



Tips for the game:

- If there isn't room to move around, this can be played in a circle.
- Make the task more challenging by encouraging Followers to look at each other as well as the Leader.



Reflective questions for students:

- How can we use posture, facial expression, gesture to communicate?
- What did you learn about non-verbal communication?
- How did it feel to be the Leader or the Inspector?