

WHO'S LEADING WHO**HOW TO PLAY:**

- Ask children to make a circle
- Choose a detective. The detective must leave the circle and face away so that they cannot see the group.
- Choose a leader. The leader must move in whichever way they would like to as long as they remain as part of the circle.
- The rest of the class must copy the way in which the leader is going (advise the leader to move slow enough for the children to be able to copy straight away)
- Once the leader has begun, invite the detective back into the circle. The detective has three chances to guess who the leader is.
- If they guess incorrectly three times, the child must reveal themselves.
- Start again with a new detective and leader.

Tips

- Remind the children not to stare at the leader so as not to highlight the leader to the detective.
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