

Who's the Leader?

A Game for a Group

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Players sit in a circle and choose one player to be the guesser. The guesser leaves the area.

The rest of the group quickly and quietly decides on a leader. The leader starts an action, such as clapping, waving, nodding, and so on. The rest of the group does the same action. About every 15 seconds, the leader changes the action, and everyone follows along. Players try to keep an eye on the leader without making it obvious whom they're watching.

The guesser returns, watches, and tries to identify the leader. He or she gets three guesses. The object is to keep the game going without letting the guesser figure out who is leading the actions.

If the guesser is correct, the leader becomes the new guesser and a new leader is chosen.

