



YOU PART

Engage. Connect. Empower

GUESS THE LEADER

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ADDITIONAL INFORMATION

GUESS THE LEADER

FACTS

Age of participants: 6+

Number of participants: 10-30

Duration: 15-60 minutes

GOALS

This is a very popular guessing game that is suitable for all ages. It is best played in large groups. However, it is also suitable for small groups. Participants make movements while seated, so they do not have to move around the room. The exercise serves to activate the participants and encourages them to concentrate.

INSTRUCTIONS

Step 1

The group has to sit in a circle. Two volunteers are needed to start the game: one is the leader and the other has to guess who the leader is. The guessing player is chosen first and must leave the room.

Step 2

Now the group chooses a leader whose movements they will imitate. These movements can be: clapping hands, kicking the floor, touching the nose, scratching the neck, etc. The leader should regularly change the movement and the group should imitate it immediately. The first movement should start before the guessing player returns to the room.

Step 3

Call the guessing player in. They should stand in the centre of the circle, observe the situation and guess three times who the leader is. If the guess is correct, the leader leaves the room and a new one is chosen, the guessing person joins the others in the circle. If all three attempts are unsuccessful, the leader is revealed and the same procedure can be followed.

ADDITIONAL INFORMATION FOR FACILITATORS

Most groups adopt this game quickly, provided the leader changes the movements regularly. This gives the hitter a fair chance to hit and ensures a good pace of play. It's a good idea to remind the group not to look directly at the leader all the time, as this would make it incredibly easy for the player in the centre of the circle to hit. The game is useful for building self-confidence. It can also be played at the end of a workshop (approx. 20 minutes).



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PROJECT PARTNERS



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