**READY**

**EQUIPMENT:**
NONE

**SET-UP:**
PLAYERS FORM A CIRCLE

**NUMBER OF PLAYERS:** 10+

**TIME:** 10 MINUTES +

---

**EXPLAIN**

1. Form a circle and stand 6 feet away from each other. I’m going to pick 1 “detective” that will leave the circle.
2. I’m going to pick 1 “leader” who will start making movements that everyone else in the circle will copy.
3. The “detective” starts in the middle; they have to find the “leader.”
4. The “detective” has 3 guesses; after 3 guesses choose a new “leader” and “detective.”

✓ **For Understanding:**
- How many guesses does the “detective” have?
- Who do the students need to copy?

**GAME TIP:**
- Tell students not to give away the “leader.”

**CONFLICT RESOLUTION TIP:**
- Have students wi-fi each other.

---

**PLAY → REP IT OUT!**

- **EASY:** “Leader” can speak.
- **MEDIUM:** Have 2 “detectives.”
- **HARD:** Have 2 “leaders.”

---

**CATEGORY:**
CIRCLE

**ENVIRONMENT:**
AUDITORIUM,
CAFETERIA,
CLASSROOM,
HALLWAY,
GYMNASIUM,
LIBRARY,
PLAYGROUND

**GRADES:**
K–5

**FITNESS FOCUS:**

**BACK-UP GAMES:**
ALIEN
COUNTDOWN