**Detective**



**Who**: Reception – Year 6

**Players**: 10+

**Time**: 10+ minutes

**Equipment**: None

**How to play**

* Players form a circle and stand 2 metres away from each other. The facilitator will pick one detective that will leave the circle.
* The facilitator will pick one leader who will start making movements that everyone else in the circle will copy.
* The detective starts in the middle and tries to figure out who is the leader.
* The detective has three guesses. After three guesses, choose a new leader and detective.

**Check for understanding**

How many guesses does the detective get?

Who do the players copy?

**Top tip**

Tell students not to give away the leader

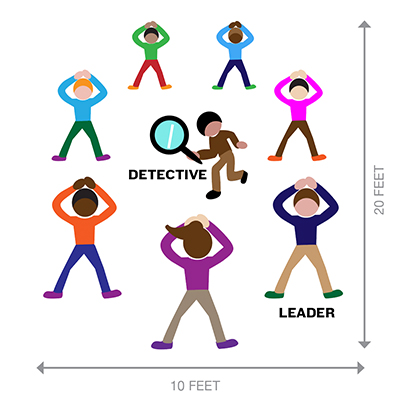
**Conflict resolution**

Have players Wi-Fi (wireless high five or air five) each other

**Change it**

**Easy**: Leader can speak

**Medium**: Have two detectives

**Hard**: Have two leaders