



## Detectives ☔

Number of players	15 plus
Equipment	Somewhere to hide or go out of the room
Skills Learnt	Memory, turn taking, observational skills, listening, collaboration
Why do we like it?	I love guessing games and it tests your memory
Where does it come from?	UK

**How to play:** All the children sit at tables or on the carpet. Choose a detective, who then leaves the room. Then one child is hidden. The detective is brought back in. She is given a little while to scan everyone's faces to see who is missing.

If she is stuck she can ask the children who are left for clues. E.g. 'He has blonde hair' or 'he's my best friend'. When the correct person is identified bring them out of hiding and choose the next detective.



## Kumbola ☔

Number of players	5 plus
Equipment	None
Skills Learnt	Turn taking, speaking and listening, memory, absorption.
Why do we like it?	It's exciting waiting to see if you will be out
Where does it come from?	Somalia

**How to play:** Kumbuloow kubulaala cadow... Xabag geed ka baxdaay... Bila bila... Bila bila jira Koodaar Ka u dheer... Ee dhaxaad... Ka jab oo Ka jiq sii... All the players sit in a long line with their legs sticking out. One person says the rhyme, and on each word, touches each person on one leg and then the next, as they go. If the last word lands on you, you pull up one of your legs. The first person to pull up both legs is the winner. They are the horse and the rest are donkeys.

**Version 2:** You can keep counting until only one person has a leg left. As soon as you get to the very last person with a leg everyone jumps up and runs away. The last person tries to catch someone. Whoever is caught sings the rhyme next time.