



Guess the leader

Number of players	10 plus
Equipment	None
Skills Learnt	Group spirit, observation skills (noticing), collaboration
Why do we like it?	The funny activities that the leader makes you do and the confusion around finding the leader.
Where does it come from?	India and UK

How to play: The children stand in a circle. One child 'the guesser' goes out of the room/round the corner so they can't see what the others are doing. At this point a leader is chosen. The leader must think of different actions and the rest of the circle must copy these actions.

The game begins when the guesser returns to stand in the middle of the circle. The leader's job is to keep changing his/her actions (clapping, tapping, actions of a bird flying, touching your feet, head etc...) and the group has to imitate the same. The catch is that the leader needs to do it when the guesser is not looking at him/her. As soon as the guesser realises who is the leader the game ends. It can be repeated with a new leader and a new guesser.



Corner Colours 🌧️

Number of players	10 plus
Equipment	4 coloured hoops or chalk
Skills Learnt	Colour names, listening skills, self confidence
Why do we like it?	The excitement of deciding where to stand
Where does it come from?	UK and India

How to play: Draw four circles each one a different colour in four corners of the playing area (or use four coloured hoops). One person is the caller. All the others run around in a circle from one corner to the next. Then the caller closes their eyes and shouts stop, everyone chooses the nearest circle to stand in. Then the caller shouts out one of the colours and all the children in that colour circle are out, and must sit down at the side. Carry on until only one person is left.