

# DETECTIVE

## 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:**

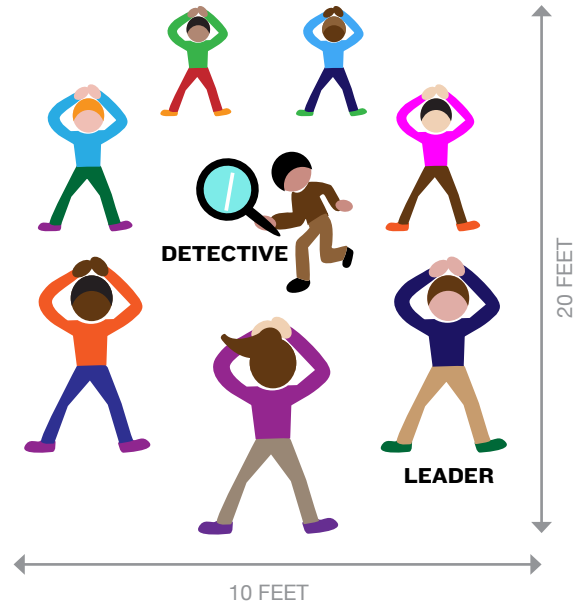
- How many guesses does the "detective" have?
- Who do the students need to copy?

**GAME TIP:**

- Tell students not to give away the "leader."

**CONFLICT RESOLUTION TIP:**

- Have students w-i-f-i each other.



**CATEGORY:**

CIRCLE

**ENVIRONMENT:**

AUDITORIUM,  
 CAFETERIA,  
 CLASSROOM,  
 HALLWAY,  
 GYMNASIUM,  
 LIBRARY,  
 PLAYGROUND

**GRADES:**

K-5

**FITNESS FOCUS:**



**BACK-UP GAMES:**

ALIEN  
 COUNTDOWN

## PLAY → REP IT OUT!

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