

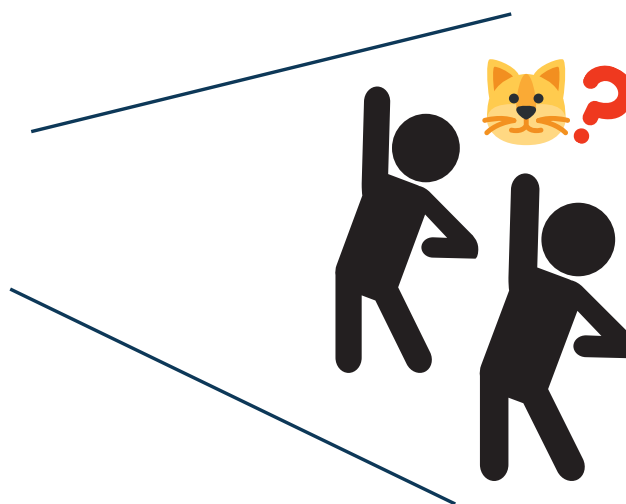
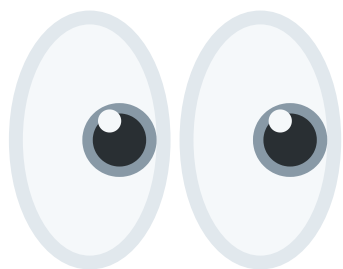


# Guess the CopyCat

## INTERACTIVITY IN A SNAP SHOT

Observer/ Detective

Leader & Copycat



Get into a group of 3. One person is the skill master, the second person is the copycat, and the third is the observer.

How well can you copy your partner's ability to perform their skill?





# Guess the CopyCat

## COOPERATIVE INTERACTIVITIES



### Student Targets



#### Movement Competence

Learn to perform a variety of locomotor movements, in various directions, with different body parts or send and receive objects while maintaining a synchronous connection.



#### SEL

Develop self-awareness and sense of identity by participating in a variety of movement experiences while noting strengths and weaknesses.



#### Relationship

Build healthy relationships through learning to copy a partner's movements by following their body signs/tells. Go from echoing to moving in unison.



#### Physical Distance

This InterActivity can be performed 2 meters away from partner.



#### Close Proximity

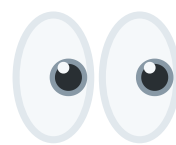
This InterActivity can be performed in close contact with someone in the participant's social bubble.



#### Online

This game can be performed online using visual educational technology.

Observer/ Detective



Leader & Copycat



### Activity Overview

It's not enough to simply attend to another person; in this game you have to walk, talk, and be like the other person. Can you guess who is the copycat?



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## COOPERATIVE INTERACTIVITIES



### Getting Started:

With family members or classmates make a group of 3. One person becomes the detective and goes somewhere else for 5 minutes to work on a skill they wish to develop. The two others secretly decide among themselves who is the leader & who is the copycat. The leader will choose a movement skill to teach or practice with their copycat.

- The leader & copycat have 5 minutes to work on a skill together with the goal of performing it in unison.
- When the 5 minute timer goes off, the detective arrives to “Guess the Copycat”.
- Every correct guess = 1 point.
- Play again and switch the person who is the detective.

### Modifications to the Game:

- **Size/ Use of manipulative:** The skill could be sports specific. A manipulative could be used by each player or shared between players to perform a mirrored individual skill or a combined team skill.
- **Locomotor movement:** The pair can choose to perform a skill with a new locomotion or in a new plane (i.e., upside-down).
- **Speed of locomotion:** Players should consider whether performing the skill/ locomotion fast or slowly is strategic for concealing who the copycat is.
- **Time:** Limit the amount of time the detective can guess and observe the skill.

### Adaptations to Rules of the Game:

- **Competitive Score:** Who is the best copycat? All players take turns deciding on a skill and playing the role of the copycat. The best copycat is determined by their ability to meet, match, contrast, follow, lead, mirror, shadow, move in unison, move towards or away from others, echo with a partner or group all while showing movement competence.



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## COOPERATIVE INTERACTIVITIES



InterActive Function2Flow Assessment:

<b>InterActive Function</b> (Connecting Postures)	<ul style="list-style-type: none"><li>• Is the copy cat able to align their posture with their leader?</li></ul>
<b>InterActive Form</b> (Connecting Positions)	<ul style="list-style-type: none"><li>• Is the copy cat able to adjust their position relative to their leader's position, i.e., lean/turn/twist their body (shoulders, waist, hips, hands) in relation to the leader?</li></ul>
<b>InterActive Feeling</b> (Connecting Sensations of Timing & Force)	<ul style="list-style-type: none"><li>• Is the copy cat able to get a feeling for the timing and force required to copy the leader?</li></ul>
<b>InterActive Flow</b> (Connecting Energies)	<ul style="list-style-type: none"><li>• Is the copy cat able to sustain synchronous movement so that the leader and copycat move in unison?</li></ul>