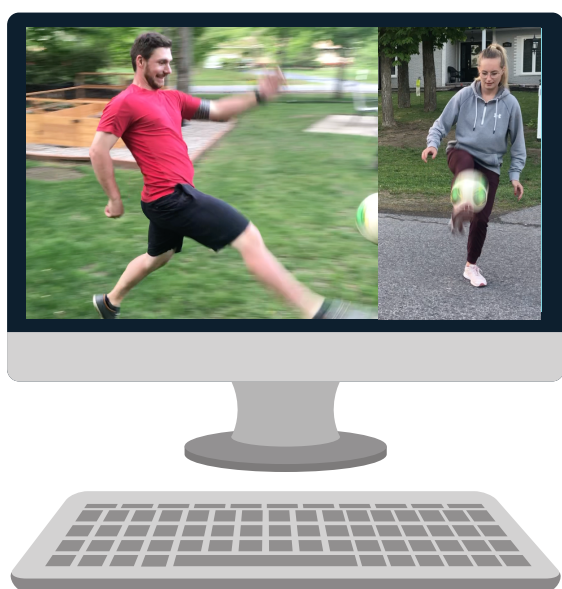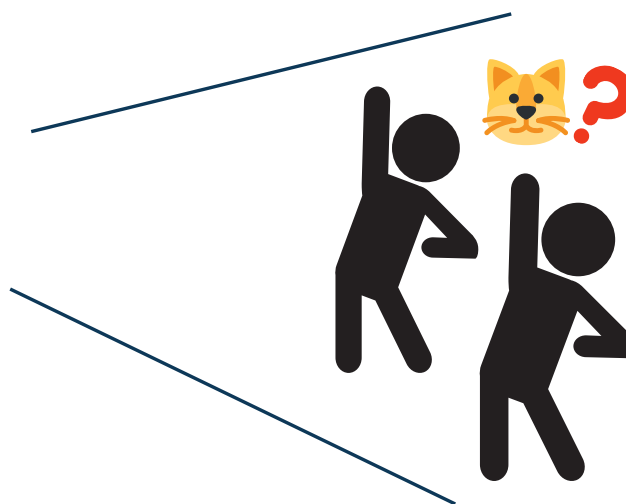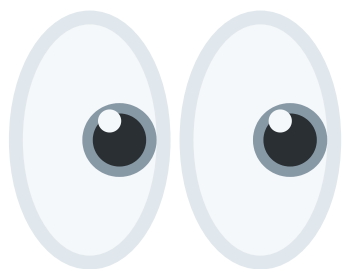# Guess the CopyCat

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 perfom their skill?

Guess the CopyCat

COOPERATIVE INTERACTIVITIES

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Student Targets

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💡	**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.	Observer/ Detective Leader & Copycat
❤️	**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.	
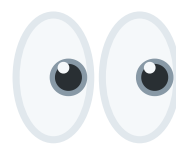
Activity Overview

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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Getting Started:

<u>With family members or classmates</u> 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.

Guess the CopyCat

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InterActive Function2Flow Assessment:

InterActive Function (Connecting Postures)	• Is the copy cat able to align their posture with their leader?
InterActive Form (Connecting Positions)	• 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?
InterActive Feeling (Connecting Sensations of Timing & Force)	• Is the copy cat able to get a feeling for the timing and force required to copy the leader?
InterActive Flow (Connecting Energies)	• Is the copy cat able to sustain synchronous movement so that the leader and copycat move in unison?

Guess the copy cat in a virtual environment

- All participants ensure their cameras are turned on and have ample space to move in. One person is the skill master (the leader), another person is the detective and the remaining participants are the copycats. A mediator instructs the detective to turn away from their screen, while s/he sends a private message to a participant via chat, inviting them to be the leader whose movements will be copied. If the leader accepts the challenge, they wave their hand to all participants indicating that they are the leader. If not, they reply to the mediator in private chat, and the mediator picks someone else. At this point, everyone is encouraged to think about the strategies to make the detective guessing more difficult (this can be done in chat so that the detective does not hear, and the chat function should obviously be closed and not read by the detective). Once a leader has been established, the mediator asks the detective to turn back around so that the game can start.