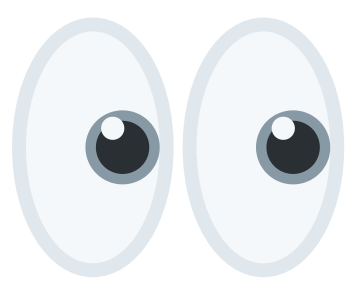


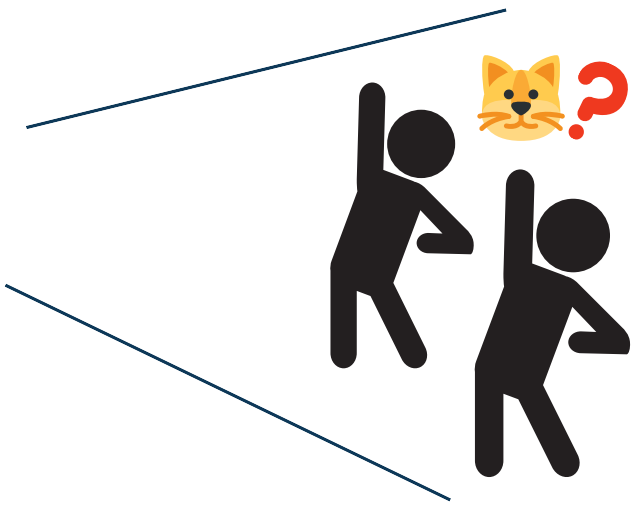
Guess the Leader

FUNCTION2FLOW.CA

Observer/ Detective



Leader & Copycat(s)



Get into a small group. One person becomes the detective and turns away. A leader is secretly nominated. The detective is invited to face the group and has 3 chances to guess the leader. The game continues with new leaders/detectives.



Physical Literacy Targets



Movement Confidence & Competence

Build confidence and competence in a variety of movement patterns with different body parts while maintaining a synchronous connection.



Social Emotional Learning

Develop self-awareness, empathy, and communication through movement.



Relational Motivation

Build healthy relationships through developing visual and kinaesthetic connections. Progress from echoing to moving in unison.

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 the leader?

Modifications to the Game

- **Time:** Increase/ decrease the time that the detective is turned away from the group to modify practice time. Increase/ decrease the number of times the detective gets to guess the leader.
- **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 leader can choose to perform movement with a locomotion or in a new plane (i.e., sideways, diagonal, down low, turning, etc.).
- **Speed of locomotion:** The leader should consider whether performing the skill/ locomotion fast or slowly is strategic for concealing their identity.



InterActive Function2Flow Assessment

InterActive Function

(Connecting Postures)

Are the leaders/copycats able to align their posture with each other?

InterActive Form

(Connecting Positions)

Are the leaders/copycats able to adjust their relative positions, i.e., lean/turn/twist their body (shoulders, waist, hips, hands) in relation to each other?

InterActive Feeling

(Connecting Sensations
of Timing & Force)

Are the leaders/copycats able to get a feeling for the timing and force required to copy each other?

InterActive Flow

(Connecting Energies)

Are the leaders/copycats able to sustain synchronous movement so that they can move in unison?

