

UNDERCOVER LEADER

Items needed: None

1. Players sit in a circle. One player is chosen to be IT and sent from the room. Another player is selected to be the undercover leader.
2. The leader begins a movement, such as head nodding, arm moving, or foot tapping while the rest of the group follows. Explain to the group that they must be careful not to blow the leader's cover by looking at him or her directly.
3. The person who is IT comes back into the room and stands in the center of the circle. All those in the circle perform the movements the leader begins. When the leader changes a movement, everyone follows. The person who is IT must observe very carefully in order to discover the leader.
4. When the leader is discovered, two other players become IT and the new undercover leader.

