

## Who's changing the movement?

 5 minutes

 Whole class

 Distanced

 Inclusive mobility

**An adaptation of the very popular 'Wink murder' game but focusing on physical movements. Students work together to hide the identity of the 'Leader'.**

- Students sit or stand in a circle. One student is chosen to be the Investigator. They either turn away or leave the room as a Leader is chosen.
- The Leader begins a repetitive movement e.g. clicking their fingers, waving their hands, walking on the spot. The Investigator moves to stand in the centre of the circle (being in the centre means they can only ever see one half of the group at any one time).
- The Leader can now change their movement at any time and the group must copy exactly.
- The objective is for the group to hide who the Leader is from the Investigator, so they must make sure the Investigator does not see them watching the Leader.
- The Leader must be aware of the Investigator and avoid sudden or obvious changes in movement.
- If the Investigator works out who the Leader is, the game ends, or a new Leader and Investigator are chosen.