



DETECTIVE

This exciting Recess Enhancement Program (REP) game encourages teamwork and detective work.

DETECTIVE

Who: Grades K-5

Players: 10+

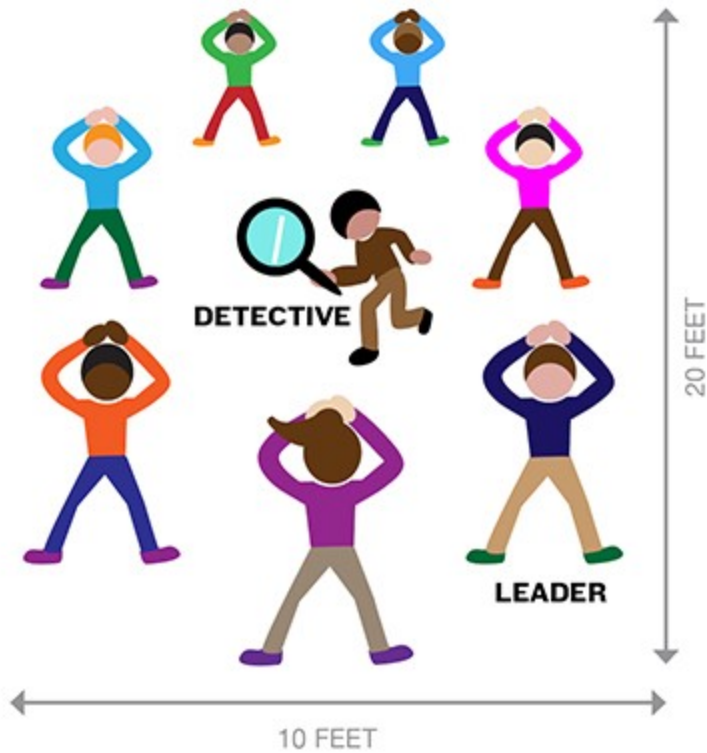
Time: 10 minutes+

Where: Auditorium, cafeteria, classroom, gymnasium, hallway, library, playground **Equipment:**

None

HOW TO PLAY

- Players form a circle and stand 6 feet away from each other. The facilitator will pick one detective that will leave the circle.
- The facilitator will pick one leader who will start making movements that everyone else in the circle will copy.
- The detective starts in the middle and tries to figure out who is the leader.
- The detective has three guesses. After three guesses, choose a new leader and detective.



CHECK FOR UNDERSTANDING

- How many guesses does the detective get?
- Who do the players copy?

GAME TIP

- Tell students not to give away the leader.

CONFLICT RESOLUTION TIP

- Have players wi-fi (wireless high five or air five) each other.

PLAY: REP IT OUT

Easy: Leader can speak.

Medium: Have two detectives.

Hard: Have two leaders.