

## LET'S GO OUT TO PLAY! Who's the leader? A game from CAMBODIA

Everyone stands in a circle.

- 1. Choose one person to be the Guesser. The Guesser leaves the circle and covers their ears.
- 2. Choose the Leader (do not tell the Guesser who this is). The Leader will set the movements for that round.
- 3. Invite the Guesser to stand in the circle.
- 4. The Leader must wait till the Guesser is not looking their way, and then make a movement, which everyone else copies without giving away who started it. The Leader can choose anything:
  - Shaking a leg
  - Jumping
  - Doing a twirl
  - Patting their head
- 5. The Guesser must keep looking round to try and figure out who the Leader is. They are allowed up to three guesses, and if they get it right, then the Leader becomes the new Guesser. If they are wrong, they are out!



Illustrator: Alex Paterson