

Leader

- The children all sit in a large circle.
- A person is picked to be it. He leaves the room or sits with his back to the circle.
- The group then decides on a leader who is to start an action in which all the children copy.
- The action can be anything at all, and the person who is it, comes in to find the leader of the action. The leader changes the action from time to time and the person who is it has three guesses to determine who the leader is.
- If 'it' guesses correctly then the leader becomes 'it'.
- If 'it' does not guess correctly a new game is started by choosing a new 'it'.