

Follow the Leader

PLAY

To develop leadership, listening, and coordination skills by having students take turns leading and following movements and actions. This game encourages teamwork, confidence building, and self-expression.



Learning Intentions

I can practice leadership skills by taking turns being the leader and guiding others with my movements:

This helps students develop confidence in leading and making decisions in a group.

I can follow directions by copying the leader's movements and actions:

This encourages students to listen carefully and follow instructions as part of a group.

I can build my confidence by participating as both a leader and a follower in the game:

This helps students feel comfortable with both leading and following, fostering a sense of teamwork and personal growth.



Success Criteria

I can lead my classmates by choosing different movements and actions for them to follow:

This ensures students engage with the role of leader and practice creative thinking in guiding others.

I can follow the leader's movements, staying focused and copying them as closely as possible:

This encourages students to listen and focus on the leader's actions, improving coordination and attentiveness.

I can take turns being the leader, building confidence and learning how to work together as a group:

This fosters a sense of fairness, cooperation, and self-assurance in both leading and following.



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Objective:

To develop leadership, listening, and coordination skills by having students take turns leading and following movements and actions. This game encourages teamwork, confidence building, and self-expression.

Players: Ideal for 4-20 students, with one leader at a time.

Materials:

- Open space (indoor or outdoor) for movement.
- Optional: Music to accompany the movements and add an extra layer of fun.

Time Required: 10-15 minutes.

Setup:

Ensure students have enough space to move freely. If using music, have it ready to play during the game for added excitement.

Gameplay:

1. Introduce the Game:

Explain to students that one person will be the leader, and their job is to make different movements or actions (e.g., jumping, spinning, clapping, waving). The others must follow the leader and copy their actions.

2. Start with the Leader:

Choose a student to be the leader. The leader starts moving in any way they like, and the other students follow along, mimicking the same movements. Encourage the leader to be creative with their actions!

3. Switch Leaders:

After a few minutes, stop the game and ask the next student to become the leader. The new leader can start by doing their own movements for the group to follow.

4. Encourage Participation and Creativity:

Remind students that being both the leader and the follower is part of the fun. Leaders should come up with different movements to keep the game exciting, and followers should stay engaged and attentive.



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5. Keep the Game Flowing:

Continue switching leaders every few minutes, allowing everyone a chance to lead and follow.

Winning the Game:

There is no winner in this game. The goal is for students to practice leadership and following skills, have fun with their movements, and build confidence.

Family or Classroom Variation:

In a family or classroom setting, you can add themed movements (e.g., "move like an animal" or "pretend you are a robot") to make the game even more engaging and creative.

Additional Notes:

"Follow the Leader" is a fantastic game for encouraging active participation, leadership, and cooperation. It allows students to practice essential social skills, such as taking turns and working together, while boosting their confidence and creativity in a fun, supportive environment.

