



Catch Me If You Can



PLAY



To promote observation, memory, and communication skills by challenging students to notice and identify subtle changes in appearance.



Learning Intentions

I can observe my partner carefully and remember details about their appearance:

..... This encourages students to practice their observation skills and memory retention by focusing on the details of their partner.

I can notice small changes in appearance and recall them quickly:

This helps students improve their attention to detail and ability to identify changes in their surroundings.

I can interact and communicate with my partner in a fun and engaging way:

This promotes social interaction and teamwork as students work together to identify the changes.



Success Criteria

Observing My Partner's Appearance Closely:

Students can observe their partner's appearance closely, ensuring they are paying attention to the details and are actively engaging in the observation process.

Identifying the Changes Made:

Students can identify the changes that have been made, applying their observation skills to detect the subtle changes made by their partner.

Communicating Effectively with My Partner:

Students can communicate effectively with their partner to discuss the changes, reinforcing the importance of clear communication during the activity.

Catch Me If You Can

PLAY

Objective: To promote observation, memory, and communication skills by challenging students to notice and identify subtle changes in appearance.

Players: Ideal for pairs or small groups (4 - 26 students).

Materials: None (however, a fun variation is to add in a large range of random accessories the students can put on or wear).

Time Required: 5-10 minutes

Setup: Divide the students into pairs. Arrange them in two lines, with each pair facing each other. Instruct the students to take 20 seconds to observe each other's appearance, paying attention to small details.

Gameplay:

1. **Initial Observation:** Ask each pair to face each other for 20 seconds. During this time, students should observe their partner closely, taking note of details like clothing, accessories, hair, and other visible features.
2. **Turn Away:** Instruct the students to turn around so they are no longer facing each other. One or both lines will have 15-20 seconds to make a subtle change to their appearance. Examples of changes could include:
 - Changing the wrist a watch is worn on
 - Unbuttoning a button
 - Removing or adjusting a belt
 - Changing the position of a hat or scarf
 - Switching the position of a ring or bracelet
3. **Face Each Other Again:** After the 15-20 seconds are up, the students will turn around to face each other again. They now have 20 seconds to notice and identify the changes made by their partner.
4. **Discussion:** After each round, give students a chance to discuss what changes they noticed. Then, repeat the process with new pairs or new changes. To create new pairs simply roll a six sided dice and whatever number comes up that's how many spaces the people on one side move in the same direction, this will randomly create new partners, a great way to generate connection with new students.

Catch Me If You Can

PLAY

Reflection Prompt:

- How did you remember all the details about your partner's appearance?
- What strategies did you use to identify the changes quickly?
- How did it feel to notice and discuss the changes with your partner?

Winning the Game: There is no winner in this activity. The goal is to observe and identify changes while having fun and improving memory and communication skills.

Additional Notes: Catch Me If You Can is a fun and interactive game that promotes attention to detail, memory, and communication in a lighthearted and engaging way. It's a great activity for building relationships, encouraging active participation, and getting students to interact with one another in a creative way.

