



Who's the Changer?

Instructions:

1. Form a Standing Circle
2. Lead the group through movements (*Do what I'm doing*) change every 10-15 sec.
 1. Claps
 2. Stomps
 3. Reaching to the sky
 4. Basic Dance moves
 5. Small Jumps
 6. Snaps
 7. Jumping Jacks, etc.
3. Explain the rules
 1. I will choose one person to be the *Guesser*, and they will go into the hall.
 2. While they are in the hall, I will choose a *Changer*, someone who is leading the movement.
 3. The goal of this game is to keep the identity of the Changer a secret.
4. What are some strategies we might use? For the *Changer*, for the *Guesser*, for the Group?
5. *Who wants to be the Guesser?* (volunteers only)
6. Once the *Changer* is out of the room, *Who wants to be the Changer?* *Don't speak, just raise your hand.*
7. *Ok, Changer, Raise both your hands so everyone can see who you are, Ok begin, and change the movement every 10-15 seconds*
7. Changer starts movement -Group follows
8. Guesser enters middle of the circle
9. Guesser gets 3 guesses
10. Round of applause for changer and guesser

Tips:

*Run the game for as long as it takes for students to feel warmed up. At least 3 rounds.