

Find the Leader



This game could be used as a circle time warm up. It can also be used at the beginning or end of a music lesson where children are used to following a simple rhythm sheet.

Sit children in a circle/ square – it is important that all the children can see each other. Choose a child to leave the room. When the child has left, choose one of the circle to be the leader. The leader generates a pattern using hands, feet etc. The pattern can be actions or sounds and the game can be made more fun if percussion instruments are used. Once the pattern has been picked up by everyone, the child who left returns and takes up position in the middle of the circle. The children continue until the leader changes the pattern, a change may be signalled by the teacher or by the leader giving a secret signal such as a wink or a cough. The children must quickly change to the new pattern while the guesser tries to work out who the leader is.

The game can be extended for older children where they are used to some kind of written recording of patterns. Children could work out a series of patterns while the chosen child is out of the room and then give subtle signals for each pattern eg a quick foot tap for pattern 1 which is a soft sound delivered as 4 beats - long, short, short, long; moving onto a big smile for pattern 2 a loud sound, 3 shorts then 2 longs.

