Guess the Leader

"Guess the Leader" online is an inclusive, dynamic and interactive team-building theater exercise that encourages creativity, observation, and teamwork, making it an excellent choice for virtual team-building sessions.

Inclusion And Diversity

Improvisation, Mime

13-30

20 participants, but can be participated by less or more people.

Computer/phone

Google meet or Zoom

It's a brief activity, you can decide how much time you want to commit to it by increasing the number of rounds.

YOU.TH. Manual for youth workers – 1.4 Methods and Tools that can be used in non-formal education – Team Building activities
https://youth-theatre.eu/

It can be implemented online through a videoconference platform.

Implementation:

"Guess the Leader" is a highly engaging online theater activity designed to foster teamwork and cooperation within a group. In this activity, participants take turns being the leader while others follow their movements and sounds. The challenge lies in one participant's ability to discern who the leader is by observing the team's synchronized actions.

How to Play:
Select the Roles: Begin by designating two roles within the group – the "Guesser" and the "Leader."

Choose the Leader: The group collectively decides who will take on the role of the leader for the current round. The leader's identity should be kept secret from the guesser.

Initiate the Game: The chosen leader starts the game by making movements and producing sounds. These can be anything from hand gestures, facial expressions, or even mimicking animal noises. The leader's creativity is key to keeping the game exciting.

Follow the Leader: All other team members, except the guesser, closely mimic the leader's actions. It's essential to synchronize movements and sounds as accurately as possible to make it challenging for the guesser to identify the leader.

The Guesser's Role: The guesser's task is to attentively observe the screen, attempting to identify who the leader is among the participants. They do this by paying close attention to how the team moves and how the leader initiates changes in movement.
Guessing the Leader: At a suitable moment, the guesser announces their guess regarding who they believe the leader is. This can be done verbally or through a message in the chat.

Reveal the Leader: Once the guess is made, the leader reveals their identity, and the round concludes.

Objectives:

- Enhance Team Communication: Participants learn to communicate non-verbally and cooperate to imitate the leader effectively.
- Observation Skills: The guesser hones their observational skills, trying to discern subtle cues that reveal the leader.
- Creativity and Fun: The leader's creative movements and sounds add an element of excitement and enjoyment to the game.

Variations:

- Time Limits: Set a time limit for each round to increase the challenge.
- Rotate Roles: After each round, switch the roles of the guesser and leader to involve everyone.
- Thematic Rounds: Introduce themes or scenarios for each round to make the game more interesting (e.g., underwater, outer space, jungle).
- Guessing Hints: Allow the guesser to ask a limited number of yes/no questions to the leader to aid in their identification.

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Tips and notes to the facilitator:

Choose the leader:
- You can set up a breakout room to send the guesser while the team chooses the leader.

Explain the Rules Clearly:
- Start by explaining the rules and objectives of the game to all participants.
- Ensure that everyone understands their roles (guesser, leader, followers) and the overall structure of the activity.

Promote Inclusivity:
- Ensure that the game accommodates all participants, including those with disabilities or unique needs.
- Encourage creative ways for everyone to participate and have fun.

Set the Right Tone:
- Emphasize that the game is meant to be fun and promote team bonding, not a competition.
- Encourage a supportive and positive atmosphere where participants feel comfortable expressing themselves.

Demo a Round:
- Before officially starting the game, consider demonstrating a round as the facilitator so that participants get a clear idea of how it works.

Encourage Creativity:
- Emphasize that there are no right or wrong movements or sounds. Encourage the leader to be creative and unique.
- Encourage participants to express themselves fully through their movements and sounds.

Tips and notes to the facilitator:

Rotate Roles:
- This rotation promotes fairness and keeps everyone engaged.

Time Management:
- Set a reasonable time limit for each round to maintain a dynamic pace.
- Use a timer or gentle prompts to signal when it's time for the guesser to make their guess.

Observe Fair Play:
- Keep an eye on the game to ensure that participants are following the rules and not giving away the leader's identity intentionally.

Adapt and Modify:
- Be open to adapting the game based on the group's dynamics and preferences.
- If necessary, introduce variations or adjust the rules to make the game more enjoyable for everyone.

Maintain Energy:
- Keep the energy level up by offering positive feedback and encouragement to all participants.
- Celebrate each round, even if the guesser doesn't correctly identify the leader.

Wrap Up and Reflect:
- At the end of the game, take a moment to reflect on the experience and what participants learned about communication, teamwork, and creativity.
- Allow the guessers to explain their thought process in choosing the leader.
- Let the leaders share their inspiration and thoughts behind their movements and sounds.

Remember that the facilitator's role is to create a positive and inclusive environment where participants can enjoy themselves, learn, and bond with their team members. Flexibility, encouragement, and effective communication are key to successful facilitation.