

Find the Leader Game

This game is intended for Cub Scouts.

Decide for yourself if it is appropriate for your younger scouts or not.

Location: This Game should be played inside.

Notes: Helps improve observation skills.

Instructions:

1. All scouts sit in a circle.
2. One scout volunteers to be "It" and leaves the room.
3. Remaining scouts pick a "Leader" who's job is to slyly start a motion the other scouts will follow (waving a hand, clapping, blinking, scratching) and motions should change frequently.
4. "It" is called back into the center of the circle and keeps a watchful eye on everyone to find out who is starting the motions.
5. "It" has 3 guesses to "Find the Leader".
 - o If "It" guesses correctly the "Leader" becomes "It" and leaves the room. The remaining scouts then choose a new "Leader".
 - o If "It" does not correctly guess the "Leader" in 3 guesses he joins the circle and the game continues from step #2.