



## WHO STARTED THE MOTION

**Number of players:** 8+

**Space:** Room for all to stand/sit in a circle

**Materials needed:** None

**Procedure:**

Everyone sits in a circle. One player is “It” and leaves the room. While “It” is gone, the other players select a Leader. The Leader keeps up a steady stream of motion, such as tapping the head, snapping fingers, waving arms, etc., changing occasionally. Whatever the Leader does, everyone in the circle must copy exactly, so that everyone is always doing the exact same thing. Call “It” back into the room. He/she stands in the middle of the circle and tries to guess who the Leader is. The other players’ job is to prevent “It” from guessing correctly. He/she gets two or three guesses, depending on the size of the group. Repeat with the Leader as the new “It.”

**Possible side coaching:**

- “How will you keep It from guessing the Leader?”
- “I see some players who are not following the Leader very closely—let’s make sure we are all doing exactly the same thing!”
- “It, it’s time to take a guess!”

**Processing points:**

- How did you keep It from guessing the Leader?
- Leader, how did you avoid being found out?
- It, how did you know who the Leader was?
- What skills do you think this game helps us develop?

**Source:** Viola Spolin