



PM Statue Project Support Materials (Leadership Games)

Leading the Blindfolded

- Teach children the importance of leadership and strong communication skills by playing a game called *Leading the Blindfolded*. Divide the children into two teams and provide enough blindfolds for each child. Take the children to a safe, large indoor or outdoor area that is tricky to navigate or features several obstacles such as a park with many trails.
- Place the teams at opposite sides of the space and instruct everyone but one member of each team to put on a blindfold. On “go,” the one member not sporting a blindfold must lead their team across the field by providing clear commands. After a set amount of time, instruct the leader on each team to put on their blindfold, while instructing another child on each team to take their off and lead the group. Continue to appoint one child on each team as the leader. The team able to successfully lead every child across their finish line wins.

Guess the Leader

- Chosen student leaves the room
- Class chooses a leader
- Class follows ongoing and changing actions of leader (i.e.: tapping knees, snapping finger, jumps on one foot)
- Student re-enters the classroom and guesses who the leader is (gets 3 guesses)
- Debrief:

- How did they know who the leader was? What cues and clues did they use to help them?
- How did it feel being a leader? Follower?
- *This game allows a variety of students to be the leader, developing their skills of leadership along with how to follow a leader*

Silently Organize

- Have students silently line up by various categories: (i.e. height, foot size, hair colour)
- Remind students to use communication cues other than talking
- Allow students the time to arrange themselves
- After a period of time, stop the activity and discuss the progress, as well as their experience in the activity
- Debrief:
 - How did you know where to go?
 - What were the struggles of not being able to talk?
 - What strategies worked well? What strategies didn't?
 - Was there a leader in this activity? If so how do you know?
- *This game allows a variety of students to be the leader, developing their skills of leadership along with how to follow a leader.*

Simon Says

- A variety of students take turns being Simon
- Debrief:
 - How did it feel being a leader? Follower?
 - How did you feel when you performed the incorrect action? The correct one?
- *This game allows a variety of students to be the leader, developing their skills of leadership along with how to follow a leader.*