

I Can, You Can Leadership – Beginner

Description

Students identify who the leader is in a game of Silent Simon Says. One student within a circle performs actions that all other students copy, and a student within the circle tries to identify the origin of the actions.

Objectives

- Introduce leadership using a fun and interactive game
- Learn how to assume various roles
- Work collaboratively to identify the leader or to follow the leader's actions

Materials and Supplies

- Adequate space to spread out in a large circle

Activity (45 minutes)

Introduction (10 minutes)

- Introduce that today's lesson will be about leadership.
- Questions to ask:
 - What does it mean to be a leader?
 - How can you tell when someone is a leader?
 - What are some characteristics of a good leader?
- Inform students they will be trying to identify the leader within a group.

Preparation (5 Minutes)

- Split students into 2-3 groups. Move desks to create enough space for students to form 2-3 circles.

Silent Simon Says (25 Minutes)

- Have 2 or 3 students (depending on number of groups) exit the classroom; they will be the guessers.
- Nominate a student within each group to be the leader.
- All students in the circle will copy the leader's actions (like Simon Says), but the leader will try to blend in with the other students.
- Have the guessers re-enter and go to the middle of the circle.
- Now all students must copy any action the leader performs, and the student in the centre of the circle must guess who the leader is.
- Switch up the guesser and leader each time a correct guess is made.

Synthesize (5 minutes)

- Bring the class back together as a whole.

- Questions to ask:
 - How did you identify who the leader was?
 - Was it easy/hard?
 - Is it possible for multiple leaders to be present in one group?
 - How can different leaders work together to use their diversity and unique strengths to accomplish a common goal? (eg. talk about teamwork)