

PSYCHIATRIST

This indoor game for a small group calls for creativity and encourages kids to get to know one another. Sit the group in a circle and choose someone to be the psychiatrist. The psychiatrist has to leave the room while the game is explained.

Tell the participants that their job is to take on the personality of the person to their left. All questions must be answered as if they were that person. You might want to take one minute and have everyone tell as much as they can about themselves to the person who will be them.

Bring in the psychiatrist. He is free to ask any question he wants and must try to figure out what is ailing these patients. If he begins to notice the pattern, the leader may yell, "Psychiatrist!" and everyone will have to scatter and regroup, taking the identity of the new person on his left. When the psychiatrist can guess what the pattern is, the game is over.

One good variation of this is to have three or four kids leave the room, bring them in one at a time, and see how quickly they figure out the game. Time each one with a stopwatch. The one who figures it out in the least amount of time is the winner.