

WINK, WINK!

TIME 5–15 minutes

THE GAME Ask players to gather in a circle and close their eyes. Tell them they are all detectives and will be given a mystery to solve. Walk quickly around the circle and secretly tap one person, who becomes the spymaster. Make sure all eyes stay closed! Circle the group several more times so that the spymaster's identity is not given away.

Ask players to open their eyes and mingle around the room, whispering positive comments to each other, such as "You have a great laugh" or "I like the way you treat people." The spymaster should mix positive messages with the occasional "You've just been double-crossed!" and should wink at that person. Victims of the spymaster continue to mingle, pay one or two final compliments, and then lie down dramatically moaning "I've been double-crossed!" (sound effects are encouraged).

Detectives try to uncover the identity of the spymaster throughout the course of the game. When they think they know, they call out "I know the spymaster!" When players are ready to name the spymaster, they point to that person on the count of three. If they are wrong, they, too, must lie down. When the spymaster is caught, the round ends and a new one can begin, with you, the game leader, appointing a new spymaster.

GOING DEEPER

- › What were some of the positive comments you heard?
How did they make you feel?
- › How did it feel to be double-crossed?
- › How can you build each other up with positive words instead of tearing each other down?
- › Was anyone wrongly accused? How did that feel?
- › What can you do to make sure you don't unjustly accuse others?
- › How can you handle conflict or misinformation so that you don't form wrong opinions of others and treat them unfairly?