

**Blink Murder****How to play this game:**

Get the children to stand in a circle, nominate one child to become the detective. This child must go out of view until they are called back. The adult/leader selects one of the children in the circle to be the blink murderer, their job is to blink at other children who will die (as outrageously as possible with lots of noisy sound effects) and drop to the floor. The detective is called back and stands in the centre of the circle. The game begins, the blink murderer can strike at any time whilst the detective had three guesses as to who the blink murderer is.

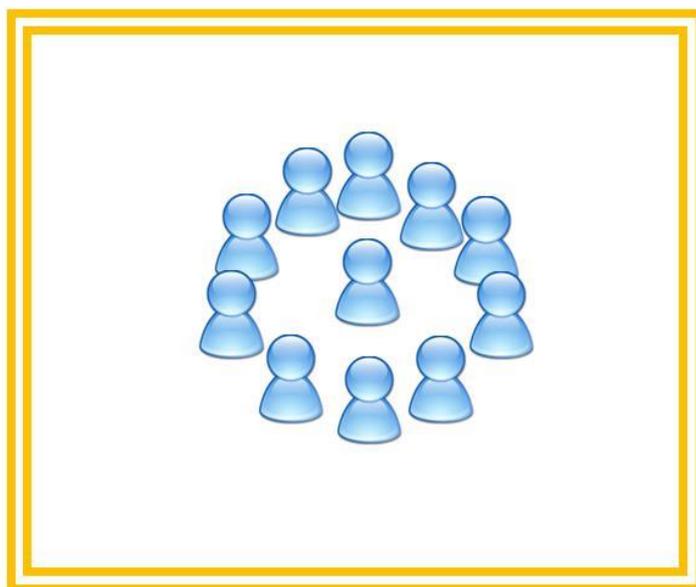
**Adaptations**

Instead of having somebody blink to murder people, get your nominated child in the circle to perform an action that everyone else has to copy. The child could begin to clap or stamp one foot and everyone else has to copy this until the nominated person changes the action.

Give children a number of lives every time they are acting as the detective. You could even allow them to 'cash-in' say, two lives for a clue which the adult/leader can give to them. Clues could be quite difficult e.g. "The murderer has an 'A' in their name" or easier "The murderer is a boy" depending on how well the child is succeeding in the game.

Have music playing and the children in the circle have to move around on the spot to the music. You won't believe how harder this game is for the detective if the children are moving.

Don't have the children standing still, get them to walk around the circle or side-step, again this makes it much harder for the detective.

**Learning Objectives**

- Co-ordination
- Taking turns
- Can be used as a fun cool-down

**Resources**

- Activity area