

# SCOUTS

## Activity: Play Copycat (Squirrels, Beavers, Cubs, Scouts)

🕒 5 mins

### Be a team player

Learn to work better with others, achieve shared goals, and put the team first.

### Communicate

Learn to express your own views, listen to others, and understand what they're trying to tell you.

Copy the 'Copycat' and catch out the 'Catcher', as they try to spot who is in charge of the group's actions.

### Equipment

- A place where someone is out of eye and earshot

### Before you begin

- Choose someone to be the 'Copycat Catcher.' Explain that it'll be their job to work out who's starting the actions that everyone else is copying.

### Run the activity

1. Have the Copycat Catcher go to the place where they're out of eye- and earshot.
2. Everyone else should get into a circle in the playing area. Choose someone to be the 'Copycat.' Explain that everyone in the circle should copy what they do at all times. If they start doing something new, everyone should copy. Explain that everyone should try to do this without the Copycat Catcher noticing.
  - Make sure the Copycat Catcher doesn't overhear or see who's been chosen as the Copycat before you begin.
3. Everyone in the circle should start to clap their hands together. The Copycat Catcher should re-enter the playing area and stand in the centre of the circle to begin the game.
4. The Copycat should choose their moment and change the action from hand-clapping to something else.
  - For instance, this might be finger-clicking, tummy-rubbing, foot-stamping or a dance move.
5. The Copycat Catcher should watch everyone in the circle carefully and try to work out who the Copycat is. When they think they know, they should point at the person. The Copycat Catcher has three chances to guess the Copycat.
6. When the Copycat is caught, swap over both roles, so that there's a new Copycat Catcher and a new Copycat. Do the same if the Copycat Catcher runs out of chances.
  - Try to make sure everyone has a go at something, without making it obvious, as the Copycat Catcher may be able to work out the Copycat by process of elimination. As a result, it may be best to limit how many rounds you play of this game.

### Reflection

Everyone needed to be alert, listen carefully and watch closely in Copycat. They also needed to copy the Copycat without making it obvious who they were copying, while the Catcher needed to watch everyone from the centre of the circle. Catchers, was it difficult to do this?, Did you need eyes in the back of your head? Copycats, how did you avoid the attentions of the Catcher? Queen Rania Al-Abdullah once famously said: 'We are stronger when we listen and watch, and smarter when we share.'

## **Change the level of challenge**

Catching can be made easier by having multiple Catchers, while copying can be made harder to spot if there is more than one Copycat.

## **Make it accessible**

You could play this game in a quiet environment, by removing any noises. Copycat actions need only be facial movements, waving arms or leg movements.

## **Youth Shaped guidance**

Once everyone knows the rules, allow young leaders or young people in the group to run this game.

