

Activity: Play Rhythm Master (Squirrels, Beavers, Cubs)

🕒 10 mins

Communicate

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

Be a team player

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

Be an effective detective and find the master of rhythm in this quick team game.

Before you begin

- Use the [safety checklist](#) to help you plan and risk assess your activity. Additional help to carry out your [risk assessment](#), including examples can be found here. Don't forget to make sure all young people and adults involved in the activity know how to take part safely.
- Make sure you'll have enough adult helpers. You may need some parents and carers to help out if you're short on helpers.

Play the game

1. Everyone should sit in a large circle.
2. Choose one player to be the detective. The detective should close their eyes, turn around and cover their ears, so they don't know what's going on. They could also go to another part of the room, such as stand in a corner.
3. Once the rhythm master can't see or hear what's happening, choose another player to be the rhythm master.
4. The rhythm master should start an action or rhythm. Everyone else in the group should copy them.
5. Once the rhythm has started, the detective should join the circle again.
6. Everyone should keep copying the rhythm master. When the detective isn't looking, the rhythm master should switch to a new action or rhythm. The group should continue to copy the rhythm master (without making it obvious who the rhythm master is).
7. The detective should watch everyone closely and try to work out who the rhythm master is.
8. When they think they know, they should guess by pointing to someone and saying their name. The person they point to should tell the detective whether they're right.
9. When the detective's found the rhythm master, or used up all their guesses, everyone should play again.
10. The rhythm master can become the detective and a new rhythm master is chosen.

Make it accessible

Make sure the actions are accessible for everyone – you may need to avoid moving in certain ways so everyone can join in. You could play by clapping or tapping a rhythm if that works better than doing actions.

