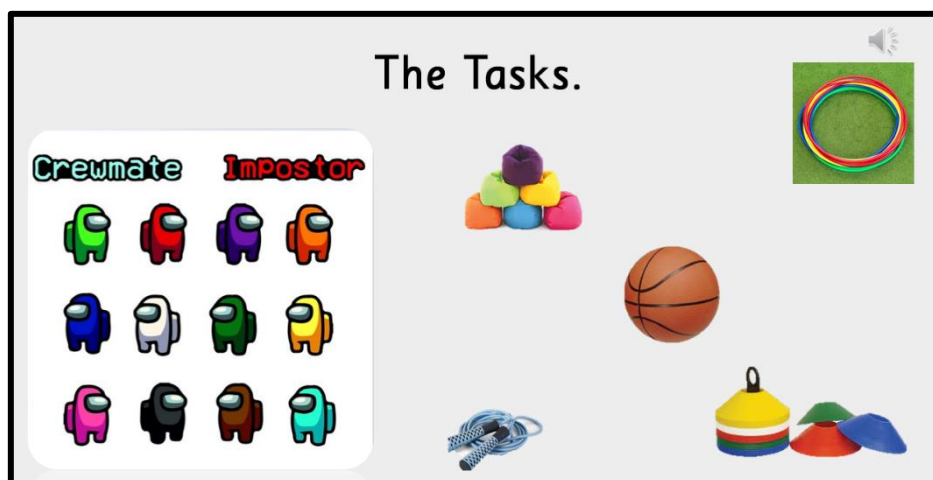




The Rules.

1. One person will be the task master.
2. Each group will have 9/10 people within.
3. Each person will take a piece of paper from the task master, with one imposter per group.
4. To sabotage, the imposter must tap you on the head. When they do this, you must sit down.
5. If you find someone sitting down, ring the task master's bell for a meeting.
6. The task master will count the votes.
7. This will continue until the imposter is found or there is only one crewmate left.





Teacher Notes.



You will need:

- A large space to run around
- [Materials for tasks \(detailed below\)](#)
- [Crewmate and imposter cut outs](#)
- [Voting record sheets for Task Master](#)
- [Winner record sheet](#)

The Rules.

1. Split children into groups of 9 or 10. These can be mixed ability or friend groups, whichever you feel more appropriate.
2. Select one child each group to be the 'Task Master'- they oversee votes.
3. Once the children are split into their groups, the task master should be given a bag with [9/10 pieces of paper with a C \(crewmate\) or I on \(imposter\)](#).
4. Once the children have received their piece of paper, they begin the game, ensuring they complete their [tasks](#).
5. If the children find a crew mate sitting on the ground, they should inform their task master who will then hold a vote. The task master should count the votes and [record this](#) to see who will be eliminated.
6. Once children have finished their game, the task master should retrieve the Crewmate / imposter cut outs and place them back in the bag, ready for a new game to commence.
7. The Task Master should record the winner of each game on the [record sheet](#).
8. The children can play as many games as you feel appropriate- you may wish to mix the groups.

The suggested tasks.



30 skips without tripping



Juggle 2 bean bags without dropping



30 skips without tripping



Hula-hoop 5 times without it dropping



Shoot 3 hoops consecutively



Teacher Notes.

Crewmate and Impostor Cut Outs.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| C | C | C | C | C | C | C | I |
| C | C | C | C | C | C | C | I |
| C | C | C | C | C | C | C | I |
| C | C | C | C | C | C | C | I |



Teacher notes: Please show this to class before beginning the game.

Task Master's Voting Chart.

Write your team-mates names in the first column. Once there is a team

| Names in your team | Voting round 1 | Voting round 2 | Voting round 3 | Voting round 4 |
|---------------------------|-----------------------|-----------------------|-----------------------|-----------------------|
| Red | | | | |
| Yellow | | | | |
| Green | | | | |
| Pink | | | | |
| Purple | | | | |
| Who is eliminated? | Red | Green | Nobody | Purple |

meeting, use a tally to count who should be eliminated. This is an example.

Note:

- On children's voting chart there will be 9 rounds- in case of potential uncertainty of the imposter.
- Please assure children they do not need to use all rounds if they catch the imposter before this stage.
- Task master's voting chart should be photocopied depending on number of teams / games intended to play.



Pupil notes.

Task Master's Voting Chart.

Write your team-mates names in the first column. Once there is a team meeting, use a tally to count who should be eliminated.

| Team mate's names | Round 1 | Round 2 | Round 3 | Round 4 | Round 5 | Round 6 | Round 7 | Round 8 | Round 9 |
|--------------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
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| | | | | | | | | | |
| Who is eliminated? | | | | | | | | | |

Remember:

| | | | |
|---|------|----|--|
| 1 | I | 6 | |
| 2 | II | 7 | |
| 3 | III | 8 | |
| 4 | IIII | 9 | |
| 5 | | 10 | |



Winning Record Sheet.



Note: these can be edited depending on how many games are being played!

| | Team One | Team Two | Team Three |
|------------|----------|----------|------------|
| Game One | | | |
| Game Two | | | |
| Game Three | | | |

