



Lead

Leadership

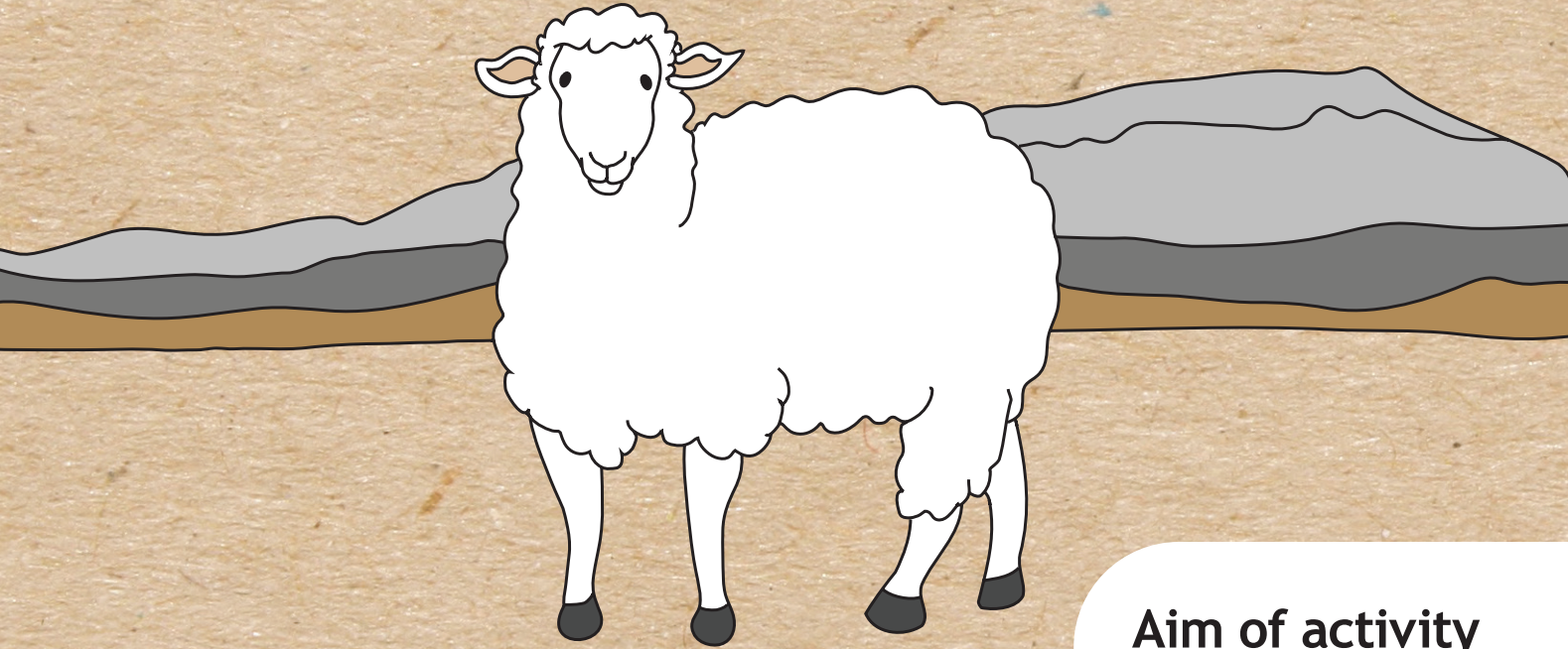
Stage

1

20 mins



Skills builder



Aim of activity

Be a leadership. They take their flock home by leading the way. Can you lead your team without speaking, just using actions?

What you'll get out of it

- Communicate without talking.
- Listen to others.
- Lead a group.

What you'll need

- A large, clear space
- Stickers, 1 colour per group
- Cones or ropes (optional)

For each group:

- A mat or hoop



WE DISCOVER, WE GROW

Girlguiding



Lead

Before you start

Place mats or hoops around your meeting space. These will be homes for each flock of sheep.

Have you ever heard of leadersheep? They're really smart because they can lead their flock home, even in bad weather like a snowstorm. Have you got what it takes to lead your team?

What to do

1 Get into small groups. You're going to be a flock of sheep!

2 Stick the same coloured stickers on everyone in your group to show you're in the same flock.

3 Choose one girl in your group to be the leadersheep. They'll choose a hoop or area to be your flock's home.

Leadersheep – talk with the other leadersheep and make sure you all choose different homes. Don't tell the rest of your group where your home is! Soon, you'll have to guide your flock safely home in the snowstorm.

4 Leadersheep, rejoin your group and decide how you'll show the rest of the flock where to go and what to do. Remember, you're sheep, so you won't be able to talk to each other. You'll have to use actions and noises to get your flock back home.

Top tip

Choose an action or noise to tell your team to turn left, right or stop. You could even get your group to hold hands as they move.

5 Everyone, except the leadersheep, close your eyes.

6 Your leader will spin everyone around five times and move your entire flock together to somewhere else in your space. Stand still once your leader's done this.

7 When your leader says 'snowstorm', open your eyes. Only move when your leadersheep directs you. Remember, you can't talk and only the leadersheep knows where your home is.

8 Try again, taking it in turns to be a leadersheep. Each leadersheep should choose a different home and think of new ways to get your sheep there.

Try it this way

Add an extra challenge by placing dangers in the way. Cones could be wolves and ropes big fallen branches. You need to avoid these – if a sheep touches a wolf or a branch, the flock can't move for ten seconds.

Or you could try playing again without making any noise so the wolves don't hear you.