

Detective

AKA:

Wink Murderer, Killer, Detective

Directions:

Everyone sits in a circle. One player is the Detective and leaves the room. While It is out, other players select one person to be the Murderer (or Killer). Ask the Detective to return and stand in the middle. The Murderer begins to “murder” people one by one by winking at them. When you are winked at, you die a horrible death by falling dramatically onto the floor and remaining motionless. The Detective tries to discover who the Murderer is before everyone dies; however, the other players try to prevent the Detective from correctly guessing the Murderer. Repeat with the Murderer as the new Detective.

Reflection:

- What strategies did you use to guess the Murderer or to keep the Detective from guessing?
- Detective, did the players give you any clues about who the Murderer was?
- What does this have to do with nonverbal communication?

Possible Side-Coaching:

“It, how will you guess the Murderer?”

“Murderer, how will you keep from being discovered?”

“Ouch, that looked painful!—things are getting desperate here, Detective!”

“Better take another guess!”

Possible Variations/Applications:

This game can also be played in an open room with everyone walking around instead of sitting. Another variation has everyone continuously shaking hands; most people shake normally, but the Murderer gently scratches his/her “victim’s” palm with one finger instead of winking at them.