

Wink Detective



Planning

- 10 minutes
- 5-15 participants per group

Instructions

- Each round, the leader will need to secretly pick a person who will be playing the wink murderer position.
- Once a wink murder has been selected and everyone is ready to play, the game begins.
- Everyone will sit around the table in a circle.
- Each person must make eye contact with each other. The “murderer” must try to wink at other people.
- If a person receives a wink from the murderer, that person must “die” by putting their head down on the table. They are allowed to wait a few seconds to put their head down to make it harder to tell who the murderer is.
- The dead person must leave the game and everyone that is still alive will continue to play.
- If a person thinks that he or she knows who the murder is, he or she can raise their hand and say, “ I accuse!” Another person must “second” the accusation.
- If there is a second, the accuser yells the name of the person they suspect is the murderer. The accused must say “yes” (they are the murder) or “no” (they are innocent).
- If correct, the murderer has been caught, and the round is over.
- If the accusation is incorrect, the accuser must leave the game as a penalty.
- The game continues until the killer is identified or there is only one person besides the murderer left.

Debrief

- What was the hardest part about this activity?
- Could you pick up on people's vibes?

