Detective Game

**GOAL:** This activity demonstrates to student athletes the need for considering the contributions of every group member and gives them practice in working cooperatively to accomplish a task. Demonstrates the importance of the role that each team member may play.

**NUMBERS:** Divide teams into groups of 5-6

**EQUIPMENT:** Set of clues

**SPACE:** Classroom size space

**GAME PLAN:**

Cut pieces of the clues into 25- 30 individual clues in order to hand them out to students.

Each of the pieces of paper contains one clue that will help solve a mystery. Using the clues groups must answer the following questions:

1. Who was the murderer?

2. What was the weapon?

3. What time did the murder take place?

4. Where did the murder take place?

5. What is the motive?

Any time the group thinks it knows the answers and the entire group agrees on the guess, a group spokesperson may tell the coach. The coach will only tell the spokesperson whether all five answers are right or wrong. If parts of the answers are incorrect, the coach will not say which answers are wrong.

Groups may organize themselves in any way they like. Clues may not be passed around or shown to anyone else, and no one may leave their seats to walk around the group. All sharing of clues and ideas must be done verbally.

**WRAP UP:**

How were decisions made in your group?

Was a leader needed?

Was time lost getting organized?

Was it ineffective for everyone to talk at once?

Did problems arise because some people didn’t present their clues?

Did any members ignore the clues of others?

Were attempts made to encourage the participation of all members?

Did anyone monopolize the discussion? Was this productive for the group?

How did you organize the information to solve the mystery - time, person, location, etc?

Could you have organized the information more efficiently?

**VARIATIONS:**

Want more mysteries? The teacher can easily write clues for a mystery of his own creation, simply making sure that not every clue is relevant to the task. Some of the clues can serve as distractors, but these must be contradicted by other clues.

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From: Peter Pappas- Blog (my latest material) <http://peterpappas.com/>; http://www.edteck.com/rigor/lessons/detective/