









## 'Wink Murder'

-  Sit pupils in a circle.
-  Choose a 'detective' and ask him/her to leave the room.
-  Remaining pupils close their eyes and bow their heads.
-  Teacher walks around the outside of the circle and taps one of the pupils on the back - he/she becomes the 'murderer'. The 'murderer' must not be revealed to the other pupils. He/She must murder others in the circle by winking silently at them.
-  Those murdered should collapse or fall off their chairs.
-  The 'detective' is reintroduced as soon as the 'murderer' is chosen and, by standing in the centre of the circle, he/she must try to guess who the 'murderer' is.
-  The 'detective' is allowed two or three guesses. Other pupils must try not to give away who the 'murderer' is. If the 'detective' does not guess in the two or three goes, 'the murderer' is then asked to reveal himself/herself by standing up.
-  Either way, a new 'detective' and 'murderer' are chosen and the game begins again.