

Guess Who

Grade

Kindergarten - Fifth Grade

Purpose

"Guess Who" is a game that helps students to understand and filter information in order to come up with educated guesses. This game helps students know how to ask critical and meaningful questions. Guess Who is a game that helps you to be observant. This game, when played in the beginning of the year can help students learn more about their friends and remember their friends' names.

Objectives

1. To help students think logically and form relevant questions.
2. To teach students to be observant of those around them and to pay attention to detail.
3. To help students remember their peers' names.
4. To show students how important language and deduction skills can be.
5. To teach students how to work in a successful partnership.
6. To have fun!

Resources/Materials/Technology

1. Eye Gaze questions or programmed devices with questions such as
"What color hair do they have?"
"What color eyes do they have?"
"What color is their skin?"
"How many letters are in their name?"

For follow up:

2. Guess Who Board Game
3. Digital photos of your class
4. Photo editing program or Boardmaker so that you can resize your photos
5. Scissors

Preparation

To prepare for the whole group activity, make sure that students have a way to ask questions both verbally and with appropriate devices such as a 32 tech talk, 8 tech talk, personal communication device, or eye-gaze book. If you wish to make the follow-up activity of the board game (which students LOVE!) the preparation is as follows: Take a digital photograph of each child in your class. It is helpful if you have students wear hats, jewelry, style their hair differently, and make facial expressions, as it provides for more questioning. Buy the board game, "Guess Who" by Milton Bradley which can be purchased at Toys R Us or Amazon.com. Take out the photographs that come with the board game and use the exact size of them to resize the photos that you have of the children in your class. Resize the photos of the children in your class (we use Boardmaker or Adobe Photo Shop). Replace the photos with your new ones and repackage the game!

Activity

Ask class to come to the rug and sit in a circle. In the beginning of the year play this game as follows: ask students to close their eyes and tell them that if you tap them on the head they need to leave the circle and hide. The students left on the rug are responsible for asking questions in order to figure out who the missing person is. As the year progresses, it is appropriate to just have students close their eyes as the teacher taps someone on the head to be the mystery person. Having the student who was tapped on the head not leave the circle makes the game more challenging and it is a great way to extend this game all year long. Students ask questions about their friends, (Ex. Is it a girl or a boy? What color pants are they wearing? Do their shoes have laces? Is their hair in a pony tail?) in order to figure out who the mystery person is.

Follow-Up

Have a student lead this activity/game instead of the teacher. Play the game with only yes/no questions to make it more challenging for the class. Let students play the board game, "Guess Who" in partners at work time. This board game should be adapted specifically for your class as explained above in the above "Preparation" section.

