

# Guessing Game

# PLAY

**To improve communication, critical thinking, and teamwork by guessing words based on clues provided by others in a fun and interactive way.**



## Learning Intentions

**I can practice communicating clearly by giving clues and hints.:**

This encourages students to think creatively and express themselves in a way that helps others understand.

**I can improve my observational and critical thinking skills:**

This helps students use clues and their knowledge to guess words based on limited information.

**I can participate in a fun, interactive game that encourages social interaction and teamwork:**

This promotes cooperation and makes learning fun in a group setting.



## Success Criteria

**Giving Helpful Hints to Guide My Teammate:**

Students can give helpful hints to guide their teammate to guess the word, ensuring they are thinking strategically and offering clues that lead to the correct answer.

**Guessing the Word Based on Clues Provided by Others:**

Students can guess the word based on the clues provided by others, encouraging active listening, observation, and the ability to piece together hints.

**Taking Turns and Participating Respectfully in the Game:**

Students can take turns and participate respectfully in the game, reinforcing good sportsmanship and positive interaction during the game.



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**Objective:** To improve communication, critical thinking, and teamwork by guessing words based on clues provided by others in a fun and interactive way.

**Players:** Ideal for small groups (4-26 students).

**Materials:**

- Pieces of paper and tape or sticky notes.
- Pens or coloured pencils

**Time Required:** 5-10 minutes

**Setup:** Give each student a piece of paper or sticky note and a pencil or marker. Explain that each player will choose an object, place, animal, or bird, write it down on the paper, and stick it on another player's forehead without revealing the word.

**Gameplay:**

1. **Write Down the Word:** Each student chooses a word, such as the name of an animal, object, or place. They write it down on a sticky note and stick it on the forehead of the player sitting next to them without showing it to the other players.
2. **Give Clues:** The player with the sticky note on their forehead asks others for clues. The rest of the group gives hints, but they cannot say the word directly. Instead, they provide descriptions or indirect clues. For example, if the word is "elephant," players might say, "It's a large animal with big ears."
3. **Guess the Word:** The player with the word on their forehead has a limited number of tries to guess the word based on the clues provided. Once they guess correctly or give up, the next player takes a turn.
4. **Continue the Game:** The game continues with players taking turns as the person with the sticky note on their forehead. Each person gets the opportunity to give and receive clues.
5. **Optional Theme Rounds:** To make the game more exciting and educational, try themed rounds like famous characters, movie titles, or historical figures.

**Reflection Prompt:**

- How did you think about the best way to give clues?
- What was challenging about guessing the word based on the clues?
- How did you work together to help the person with the sticky note?



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**Winning the Game:** There is no winner in this activity. The goal is to have fun, practice communication and observation skills, and interact with peers in a positive, collaborative environment.

**Additional Notes:** The Guessing Game is a great way to develop communication, listening, and thinking skills in a fun, low-pressure setting. It encourages creativity in clue-giving and observation while fostering student teamwork and interaction.