LET'S GET STARTED...

Guess What? cards can be used for many different games, but most of the games suggested in this chapter have the same basic rules. In this section, instructions and examples are given for playing a basic game of *Guess What?* This game provides a starting point for teachers to familiarize themselves with the *Guess What?* cards and to demonstrate how they can be used in the language classroom. With all *Guess What?* games, the teacher should set a specified amount of time for the game.

Game 1: Guess What?

In a basic game of *Guess What?*, the Describer gives clues (descriptions) in English to try and get the Guessers to call out all of the words on the *Guess What?* card. Once all of the words have been guessed, a new player becomes the Describer and chooses a new *Guess What?* card. This gives all of the players a chance to make descriptions in English.

Instructions

1. Have students (the players) sit in groups of 3–5. Seat the players in a circle so they are all facing each other.

2. Give each group 5–10 *Guess What?* cards, or put the cards in a box, bag, or basket (where players cannot see them) in the center of the classroom.

3. Select one player to start in the role of Describer.

4. The Describer selects a *Guess What?* card but does not show the card to anyone. The Describer should then tell members of the group (the Guessers) the card's topic.

5. The Describer gives descriptive clues about the first word on the card without saying the word. Be sure that the Describer understands that the words on the card should not be told to the Guessers. The Describer continues to describe the word until one of the Guessers says the word. As the Guessers guess the word, the Describer should let them know right away whether or not they are correct.

6. The Describer repeats this process for all six words on the card.

7. When all the words have been guessed, the round is over.

8. Another player takes the role of Describer, selects a new card, and begins the next round.

9. End the game after the specified amount of time.