**Multi Touch Activity – Guess What? – Teacher’s notes**

This activity is designed to be used in the week(s) following your visit. It has been devised to generate recall of the trip whilst also promoting higher order thinking. To this end it can take a few minutes to deliver at the start or end of the school day but could easily be expanded to be used as an extended task or project. Please do provide feedback to tell us how you used it and its level of impact. You can email us at socschools@scienceoxford.com.

**Summary:**

**Slide 1** introduces the activity, which runs in a similar way to the game ‘Guess Who?’ but as a class activity. One individual selects an item and the rest of the participants ask them Yes/No questions to identify what they have chosen. You could model this by secretly choosing an animal and then your class ask questions to gradually narrow down the options and guess your choice. This could also be done by children in pairs, on a laptop, tablet or on printed worksheets. On the following slides are a range of other ideas to suit different topics or different age groups. Of course, you could make up your own or ask the children to do this.

**Slide 2** shows eighteen animals. There is a good mix of different types, mammals, birds, insects etc. as well as a mix of adult and baby animals and some that can be found in our woodland. An example scenario could be as follows:

* *You choose kangaroo.*
* First question: “Is your animal a bird?”. At this point say “No” and they can decide which animals should be discounted and crossed out (ie. all the birds!)
* Second question: “Does your animal have four legs?”. This time say “Yes” and they rule out the animals that don’t have four legs.
* Keep going until they have worked out which animal you have chosen.

**Slide 3** shows the names of different materials. You could add images of these to the table, or you could use physical materials to make a tactile version of the table in your classroom.

Slide 4 shows different types of leaves. You can do this with/without their names or again you could use physical leaves in your classroom.

**Slide 5** is a simpler version of the game, that may be more suitable for younger children. It shows a range of everyday items, including kitchen items, methods of transport and technology.