

SCIENCEOXFORD



Science Oxford Challenge

Make your own Guess Who/Guess What? Game

scienceoxford.com

Guess Who/What?

instructions

Design and play your own version of the game Guess Who? The person who guesses their partner's selection by asking the fewest questions is the winner.

Age group: EYFS, KS1, KS2, adult

What you will need: Two matching sets of a variety of objects (~10-20) selected from your garden or outdoors, and arranged on trays or plates.

Skills: Identifying and sorting objects, asking useful questions, close observation, gross and fine motor skills, verbal and social skills, teamwork



Playing the game...

Each player chooses an object from the selection on their tray without telling the other player what they have chosen.

Each player takes it in turns to ask yes/no questions about the objects. As objects are ruled out, players can choose to cover them up or to remove them from their tray. The first player to correctly work out which object their partner has chosen is the winner.



What makes a good question?

The questions you ask have to be ones that your partner can answer 'yes' or 'no' to.

Think about what the objects look like. For example:

- Is it green?
- Does it have petals?
- Is it wet?

Think about what the objects feel like. For example:

- It is hard?
- Is it heavy?
- Is it spikey?

Think about whether the objects are natural or human-made. For example::

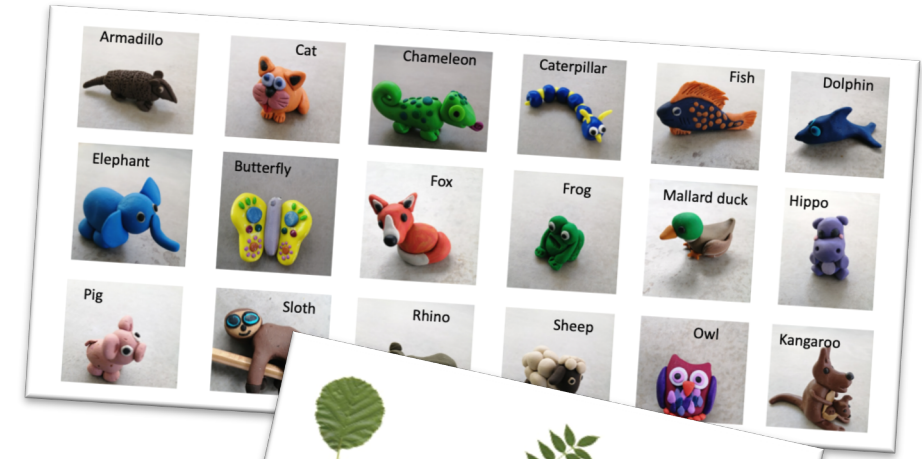
- Is it alive?
- Can you eat it?
- Was it made by humans?



Other sets that you can use to play the game

If it's hard for you to collect your own sets of objects, or if you want to play the game again, here are a few templates you can use on a screen or printed out instead.

If you have the Guess Who? game at home, you might even want to customise it!



Creatures made by children during lockdown

Armadillo



Cat



Chameleon



Caterpillar



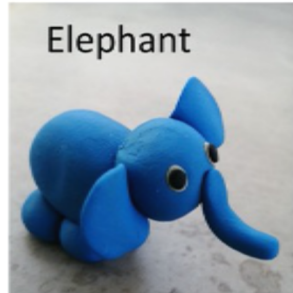
Fish



Dolphin



Elephant



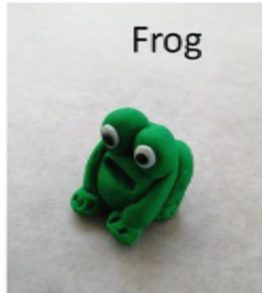
Butterfly



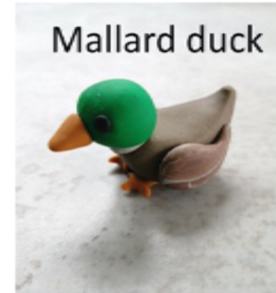
Fox



Frog



Mallard duck



Hippo



Pig



Sloth



Rhino



Sheep



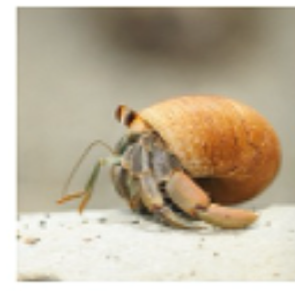
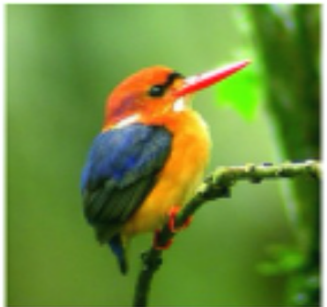
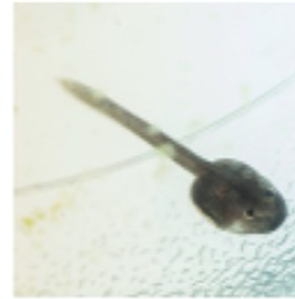
Owl



Kangaroo



Animals



Leaves



Alder



Ash



Beech



Sycamore



Field Maple



Oak



Birch



Horse Chestnut



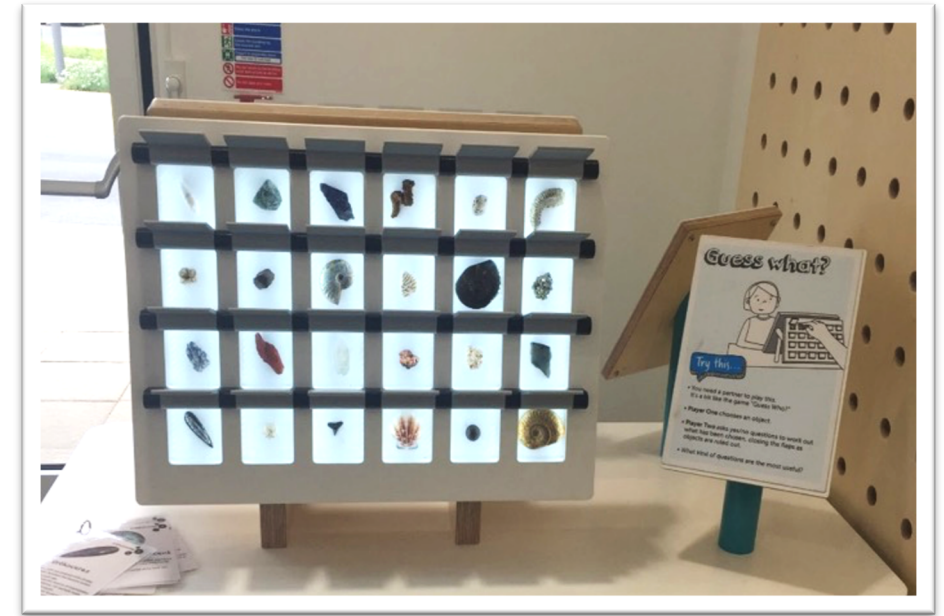
Rowan

Household objects



We hope you enjoyed our Science Oxford Challenge. When you've played the game, email us a photo or video to competition@scienceoxford.com or post it on Twitter or Facebook and tag @scienceoxford.

There's a prize of a family ticket for our Science Oxford Centre for the best entry - good luck! !



Come and play our Guess What? game at the Science Oxford Centre when we re-open!



Share your challenge with us...

Show us what you came up with on Twitter, Facebook or Instagram and tag:

@scienceoxford #scienceoxfordchallenge #scienceathome

or email competition@scienceoxford.com

For more ideas visit www.scienceoxford.com/resources

Check out our other
Science Oxford
Challenges this spring
and summer!

scienceoxford.com

