

SCIENCEOXFORD



ATOM 2021

Sci Cache Challenge

Make your own Guess What Game

www.scienceoxford.com

Guess 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

Number players: Two or more

What you will need: Two matching sets of a variety of objects 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::

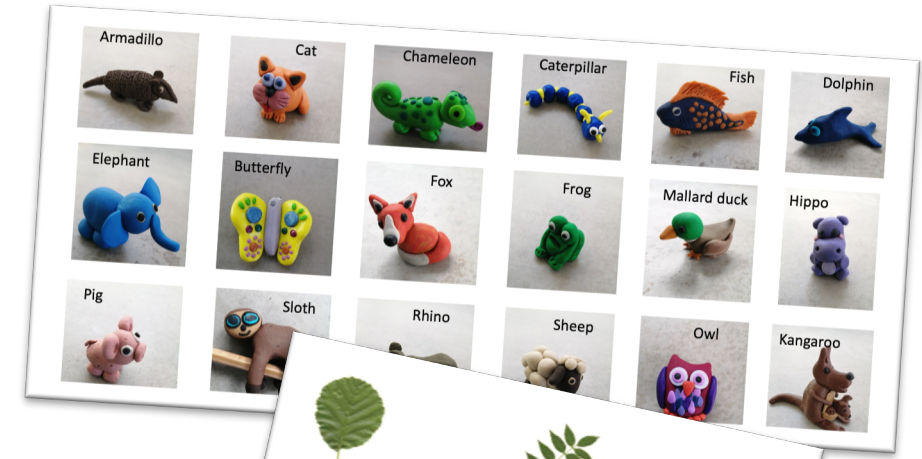
- Is it alive?
- Can you eat it?
- Was it made by humans?



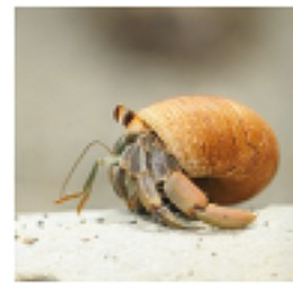
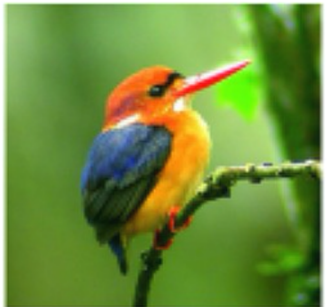
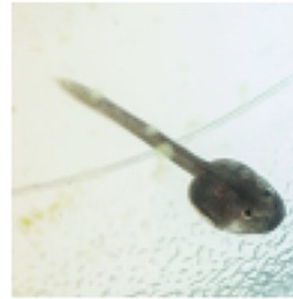
Other sets that you can use to play the game

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!



Animals



Flowers



Leaves



Alder



Ash



Beech



Sycamore



Field Maple



Oak



Birch



Horse Chestnut



Rowan

Creatures made by children during lockdown

Armadillo



Cat



Chameleon



Caterpillar



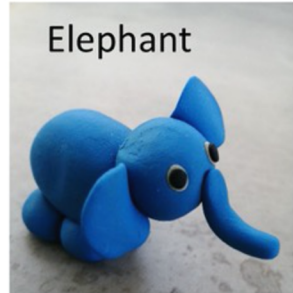
Fish



Dolphin



Elephant



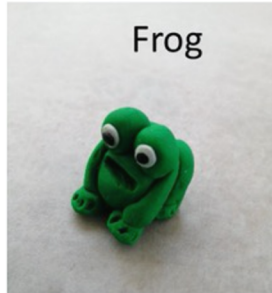
Butterfly



Fox



Frog



Mallard duck



Hippo



Pig



Sloth



Rhino



Sheep



Owl



Kangaroo

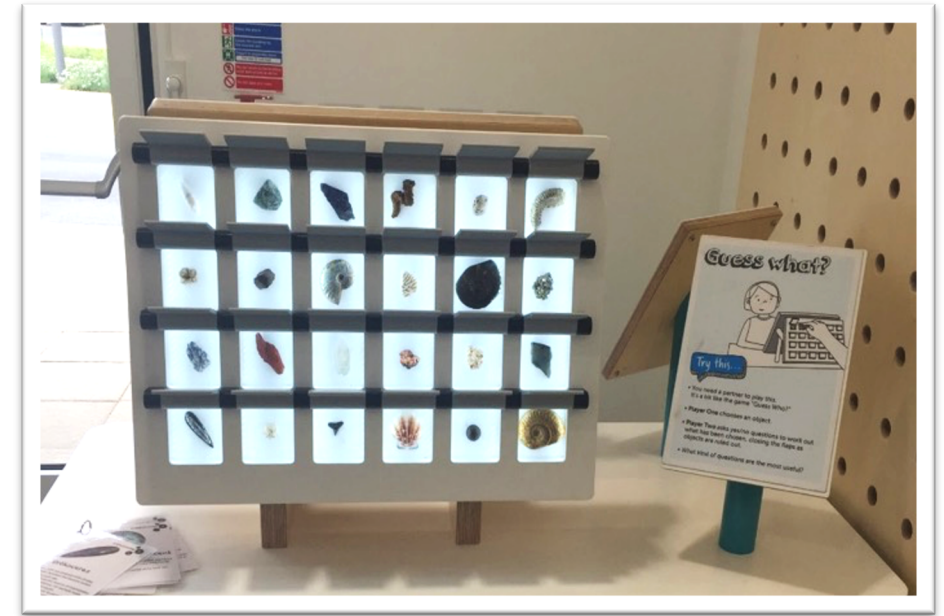


Household objects



We hope you enjoyed our Science Oxford Challenge.

We'd love to see the selection you came up with. When you've played the game, post a photo or video on Twitter, Facebook or Instagram and tag us @scienceoxford for the chance to win a free visit to our Family Days at the Science Oxford Centre!



Come and play our Guess What? game at the Science Oxford Centre at our Family Days every Saturday this summer!



Share your challenge with us...

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

@scienceoxford #scienceoxfordchallenge #scienceathome

For more ideas visit www.scienceoxford.com/resources

Check out our
Science Oxford
Family Days this
spring and summer!

scienceoxford.com

