

Game 8: Guess the Words

In *Guess the Words*, the topic of the card is given. The Guessers race to call out as many words that appear on the card as possible in 1 minute.

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. Give each group a stopwatch, or make sure they can see a clock.
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. The remaining players will be Guessers.
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 and start the timer.
5. The Guessers have 1 minute to call out as many words as possible related to that topic.
6. The Describer should keep track of which words on the card the Guessers call out. The goal is to say all of the words on the card.
7. At the end of 1 minute, the Describer should tell the Guessers how many of the words on the card they called out. Then, the Describer should give clues to help them guess any remaining words.
8. When all of the words on the card have been guessed, the round is over.
9. Another player takes the role of Describer and begins the next round.
10. End the game after the specified amount of time.

“Player Talk” in *Guess the Words* In the sea

Describer: The topic is “In the sea.” Ready, go! (Start 1 minute on the timer.)

Guessers: Water! Boats! Waves! Octopus! Salt! Swimmers! Coral! Shipwrecks! Sand! Fish! (Players continue guessing until 1 minute is up.)

Describer: Time’s up! You guessed four of the six words. Here’s a clue for the first word you didn’t guess. This is a piece of land in the middle of the ocean.

Guessers: Island!

Describer: Yes. The second word you didn’t guess is a very large animal that lives in the sea.

Guessers: Dolphin! Shark!

Describer: Yes, shark.

