

## READY FOR MORE?

*Guess What?* cards can be used for a number of other games. In this section, the teacher will find the directions for seven additional games that are variations on the basic *Guess What?* game. Each game below includes a brief description of the game, step-by-step instructions for playing the game, examples of player talk, and in some cases, additional variations on the game.

### Game 2: Mime the Words

In *Mime the Words*, the Describer is allowed to say the topic and nothing else. Instead, the Describer must describe the words on the *Guess What?* card using mime.

#### 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. 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.
5. The Describer should then describe each of the six words using only **mime** (describing with actions rather than words). The Describer cannot speak, but the Guessers may ask questions as the Describer acts out the words without speaking.
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 and begins the next round.
9. End the game after the specified amount of time.

Note: In the pre-play demonstrations, the teacher may want to take the role of the Describer once and also of the Guesser once, to show how Guessers can be active by asking questions, making suggestions, and so on.

## “Player Talk” in *Mime the Words* At the zoo

**Describer:** Okay, the topic is “At the zoo.” Here is a mime for the first word.

(The Describer acts like a cat.)

**Guesser 1:** Cat?

(The Describer shakes his or her head yes, but hold his or her hands far apart to indicate ‘big.’)

**Guesser 2:** Lion.

**Describer:** Right. Lion. Okay number two.

(The Describer holds his or her arm so that the shoulder is near his or her nose, and hangs down, swinging back and forth.)

**Guesser 3:** Elephant.

**Describer:** Right. Elephant. Okay the next word...

## Variations for *Mime the Words*

Variation	Directions
No Topic	To make the game more difficult, the Describer should not announce the topic of each card before starting.
Describing Pairs	Have a pair of students act as Describers (instead of one student) and work together to mime the words on the card. Working in pairs can foster teamwork and help less confident students.