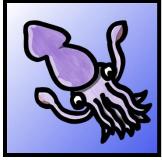


Creature A



Creature B





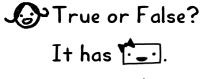






Creature D





•a big/small body

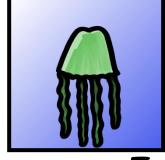
•big/small eyes

Guess the

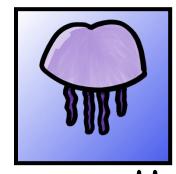
·long/short tentacles



Creature F Creature G





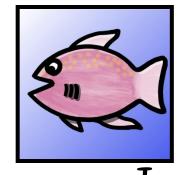


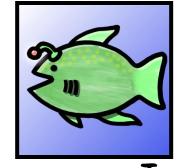
Creature **H**

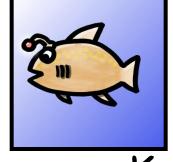


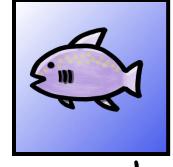


- •a squid
- •a jellyfish
- •a fish
- •pink
- •green
- •orange
- •purple









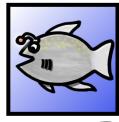
My secret sea creature is:		My secret sea creature is:	
	Y STATE OF THE STA	STO OF U	Y Y











Guess the Sea Creature

Creature A Creature B Creature C Creature D Creature E Creature F

True or False?



- •a big/small body
 - ·big/small eyes
 - ·long/short tentacles
 - •many/few tentacles
 - ·a round/pointed hood
 - •a lure

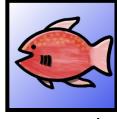












Creature G Creature H Creature I Creature J Creature K Creature L

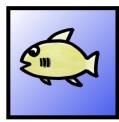










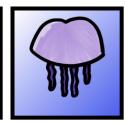


Creature M Creature N Creature O Creature P Creature Q Creature R

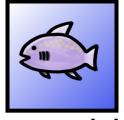


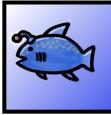












Creature S Creature T Creature U Creature V Creature W Creature X

True or False?

It is ••• .

- •a squid
- •a jellyfish
- •a fish
- •silver •pink
- •green
 - •red
- •yellow orange
- •purple •blue

My secret sea creature is:	My secret sea
	W W W W W W W W W W W W W W W W W W W
	STOP STOP STOP STOP STOP STOP STOP STOP

Guess the Sea Creature (Version 1.0)

This is a set of gameboards and score sheets designed for a missing identity game in the vein of Guess Who? by Milton Bradley, only much simpler. And wet.

This particular variant uses sea creatures in place of people and was created with Summer/Winter holiday classes in mind.

There are two versions of the game, a simple one and a more complex and if neither appeals to you or the target language does not match your EFL syllabus then you are encouraged to make your own using the 24 character images provided.

The game is typically played in pairs. Rules as follows:

- Both students must choose a creature and note its ID letter down somewhere. This identity must remain secret.
 The goal is to determine the identity of your opponent's chosen creature.
- 2. Students take turns asking "True or False" and stating a fact in the form of "It is []." or "It has []."
- 3. Once a student is confident they know the answer (or would like to risk wasting a turn taking a wild stab in the dark) then they may confirm their conclusions by pointing at one animal and asking "Is this it?"

Two methods of printing this sheet are recommended to save on costly ink. One is to print pairs of the colour pages and laminate them, providing students with a whiteboard marker and a tissue to clean up after play. These laminated copies can then be used over multiple classes. The alternative is to print off one colour copy per student pair for reference (reusable) and then the half page black and white scorecards on cheaper recycled paper. These cards have a place for students to explicitly mark their chosen creature too which is then folded under the scorecard prior to play commencing.