







## Guess Whom (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.

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:

- I. Both students must choose a character and write it down somewhere. Note that each character's name begins with a different letter so low level students can simply write down a single letter. This identity must remain secret. The goal is to determine the identity of your opponent's chosen character.
- 2. Students take turns asking "True or False" and stating a fact in the form of "He is []." or "She has []." It is worth pointing out to the students that each True or False question contains two parts, the explicit section plus a gender and both must match for a "True" response.
- 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 with "Is he/she your [] []?" ("Is she your sister, Alice?" for example).
- 4. If the response is "Yes", then the player wins.

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 character too which is then folded under the scorecard prior to play commencing.

Don't trust Eve.