



Guess Who

LESSON

LEARNING & DEVELOPMENT OUTCOME

Participants will practice asking specific questions to figure out who they are, in a game of guess who.

MATERIALS

Cutouts and tape

AGE ADJUSTMENTS

To make this activity more challenging, tell participants they can only ask each other "Yes" or "No" questions. Additionally, you can set a time limit for an added sense of pressure.

Lesson Plan

Introducing the Lesson

- Print out a copy of the worksheet provided with this lesson.
- Cut out each of the characters so that there is one character per paper.
- Place a small piece of tape on each of the papers.
- Have all participants close their eyes while you go around and stick the piece of paper with the character on it to their backs.
- Once every participant has a character, explain that the goal is for each participant to walk around the room and ask questions to each other to try to figure out who they are.



What if I don't know who I am?

Experiencing the Lesson

- Give participants ten minutes to roam the room asking questions.
- Participants may only ask another participant three questions before needing to partner with another participant.
- Once a participant has figured out who they are, they can find another participant who is still asking questions and help them out.

"It may be the case that participants don't end up knowing their person/character/animal or job. In this case, use it as a learning moment and have other participants share what they know about them."



Closing the Lesson

- Ask participants:
 - *Did you have a strategy for figuring out who you were? Did it work?*
 - *What kind of questions did you ask?*
 - *Did someone else ask a good question that you decided to later ask another person?*
 - *How did you finally figure out who you were?*



After the Lesson

- This lesson is actually a great way to practice your debriefing skills as a facilitator.
- The trick to a great debrief is to lead a group to a desired outcome without directly asking the question or telling them the answer you're looking for.
- If you can, try to participate in this lesson when possible and see if it helps you when leading future debriefs!

Further Exploration

- Challenge participants to think about the way they asked questions to get answers that were helpful to discovering which thing was on their back. How did they get more specific answers
- Ask people specific questions:
 - *Instead of asking How are you today? Ask: What was your favorite part about today?*
 - *Instead of asking How was school today? Ask: What is something you learned today?*
 - *Instead of asking How did you sleep last night? Ask: What did you dream about last night?*

Get Creative

- To make this lesson slightly more difficult, only allow each participant to ask twenty questions. This will require participants to get creative with which questions they want to ask.
- Give each person a piece of paper and when they ask a question they must add a tally.
- The goal would be to guess who they are before they have reached the twenty question limit.

Resources

- Questions to ask people instead of "How are you?":
 - <https://medium.com/the-ascent/50-questions-to-ask-someone-instead-of-how-are-you-9cddc96ccb86>





Print and cut out these objects to pass out to participants

SPONGEBOB

CAT

FAIRY

LIGHTNING MCQUEEN (CARS)

GEORGE WASHINGTON

WOODY (TOY STORY)

BIRD

KING

MOANA

SNOWMAN

ELSA (FROZEN)

ASTRONAUT

QUEEN

CINDERELLA

VAMPIRE

WIZARD

SPIDERMAN

NEMO

AN ELF

FIREFIGHTER

BALLERINA

SUPERMAN

MIKE WAZOWSKI

DOG

GHOST

PILOT

MERMAID

DRAGON

PENGUIN

DOCTOR

TEACHER

PAINTER

Resource for: Guess Who