



# Who Am I?

**\*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

- REWRITE
- 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.

### 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,

### Closing the Lesson

- Ask participants to raise their hand when they agree with a statement said by the facilitator:

### After 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?*



What if I don't know who I am?

"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."



## 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

- Only allow each participant to ask twenty questions.
  - 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 20 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: Who Am I*