



Name of activity:

Twenty questions

This activity would work best for:

- Students in grades JK – 1
- Students in grades 2 – 4
- Students in grades 5 – 8
- Students in grades 9 – 12

What you need for this activity:

Patience and questioning techniques.

What you need to do, step by step:

- One player thinks of something which is a noun (person, place or thing).
- That other players take turns asking up to 20 “YES” or “NO” questions in order to guess or identify what the leader is thinking of.
- YES/NO questions are questions for which the only possible answers are “YES” or “NO”.
- For example, “Is it a person?” is an acceptable question; “Is it a person, place or thing?” is not an acceptable question, as it gives choices beyond a yes/no answer.
- Logically, the first question(s) will be to determine if indeed it is a person, place or thing, then the other questions will follow. Similarly, the questions could be very broad at first, working towards more specific questions as the answer is getting more closely defined.

How you could easily adapt / change this activity:

- This activity can be as sophisticated or as simple as the knowledge and the experience of the group playing:
 - People – could be famous historical figures or it could be your little sister!
 - Places – could be countries of the world, or familiar places in your neighbourhood.
 - Things – could be black holes in space or your stuffed animal.
- If people are learning a second language this is a great game to practice questioning skills.