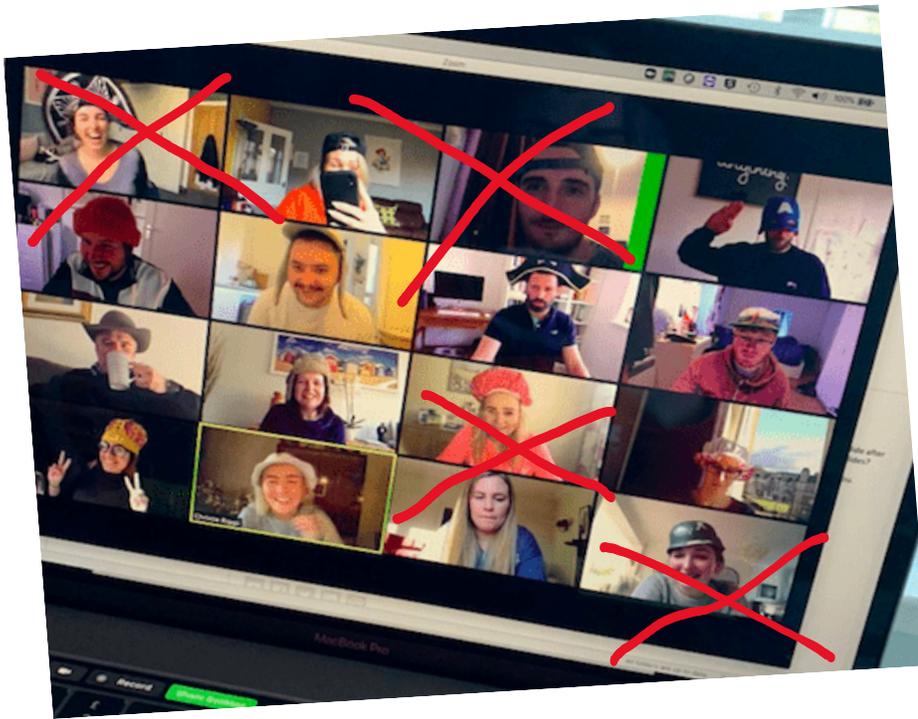


Gather Clues in Live “Guess Who?”

Home / Virtual Edition

Activity Directions:

1. Start by teaching how to "share the airwaves" [refer to visual to teach]. This concept will be needed for each person to decide the right time to jump in to ask a question. Emphasize that the information holder can't receive through the airwaves if everyone is talking at once! Participants will need to use eyes, ears, and brain to notice when there is a pause.
2. Next, have students pick out an accessory to put on that can be seen on zoom or other digital platform (glasses, hat, scarf etc).
3. Adult takes the first turn as the "information holder" and picks one person in the group to think about, keeping it a secret. Students are the guessers.
4. Students ask yes or no questions to figure out who the adult is thinking about - the selected person (e.g., *does the person have long hair? Are they wearing a hat? etc.*). Remind all about the airwaves, as needed, or make a visual cue to hold up for all to see.
5. Have each student jot down who they think the chosen person is. Coach players to keep their choice a secret if needed (i.e., *how will everyone else feel if you tell us who you picked before we can guess?*).
6. Encourage players to *think with their eyes* and notice who is eliminated, *keep their body and brains in the group* so we can think about each other, *follow the group plan*, and *deal with their boring moment* when they are not guessing.
7. Once the coach models being the "information holder," others can have turns.
8. To reduce working memory, take a screenshot of the zoom/digital group in gallery view and then share your screen with the screenshot so that players can cross people off when they are eliminated.



Turn and TALK

Sharing the Social Airways

1. EYES + EARS

2. Brain

Ask myself: Do I **hear** someone talk? Do I **see** someone's lips moving?

3. If I **HEAR** and **SEE** people's lips moving, then I need to.