

20 Questions

Inspired by *Every Dog in the Neighborhood* by Philip C. Stead

Goal: Ask questions to identify a person, place, or thing

You will need:

- A partner
- Pencil and paper

What to do:

- In this game one player thinks of a person, place, or thing and the other player asks questions to try to identify that person, place, or thing. Alternate roles as you play.
- To begin, a player selects any person, place, or thing that they want the other player to identify. The player secretly writes the name of the person, place, or thing on a piece of paper.
- The other player may ask up to 20 questions that can be answered with a “yes” or a “no.”

For example:

- Is the thing you chose alive?
- Is the thing you chose an animal?
- The player who selected the person, place, or thing, responds with a “yes” or “no” to the questions.
- If the player asking the questions is able to identify the person, place, or thing in 20 or fewer guesses, they win the round.
- The player who selected the person, place, or thing shows the other player what they wrote on the paper at the end of each round.

To think about:

- What questions allow you to eliminate many possibilities?

