

Game 6: Guess the Topic

In *Guess the Topic*, the Describer says the six words below the topic, slowly, one at a time. The Guessers try to guess the topic after each word is read.

Instructions

1. Have students (the players) sit in groups of 3–5. Seat the players in a circle so they are all facing each other.
2. Give each group 5–10 *Guess What?* cards, or put the cards in a box, bag, or basket (where players cannot see them) in the center of the classroom.
3. Select one player to start in the role of Describer. The remaining players will be Guessers.
4. The Describer selects a *Guess What?* card but does not show the card to anyone. The Describer should not tell the topic of the card to members of the group (the Guessers).
5. The Describer says the first word below the topic on the card. The Guessers try to guess the topic.
6. If no one guesses the topic, then the Describer says the second word on the card and allows time for the Guessers to guess. The Describer repeats this process until the topic has been guessed.
7. If no one guesses the topic after the Describer lists all six words, the describer will add his or her own words, one at a time.
8. When the topic of the card has been guessed, the round is over.
9. Another player takes the role of Describer, selects a new card, and begins the next round.
10. End the game after the specified amount of time.

“Player Talk” in *Guess the Topic* *At the movie theater*

Describer: Tickets.

Guessers: Going to a sports game.

Describer: No. Seats.

Guessers: Going to a concert.

Describer: No. Screens.

Guessers: Riding on the airplane.

Describer: No. Popcorn.

Guessers: Going to the movie theater.

Describer: Yes!

If no one had guessed the title after all six clues from the card, the Describer would add single words, one at a time, such as candy, projector, aisle, and Hollywood.

