

Game 4: Yes, No, Maybe!

In *Yes, No, Maybe!*, the Guessers must ask yes or no questions until they discover what the words on the *Guess What?* card are.

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 then tell the topic of the card to the members of the group (the Guessers).
5. Then, the Guessers ask yes or no questions, which the Describer answers, until they guess the first word on the card. Any Guesser can ask a question at any time, and the Describer will answer only with “yes” or “no.” The Describer can also answer with sentences that give brief clues. (See the example below.)
6. This process is repeated for all six words on the card.
7. When all of the words have been guessed, the round is over.
8. Another player takes the role of Describer and begins the next round.
9. End the game after the specified amount of time.

Note: In pre-play demonstrations, teachers should model answers beyond “yes” and no.”

“Player Talk” in Yes, No, Maybe! On the wall

Describer: Okay, the topic is “On the wall.”

Guesser 1: Is it made of wood?

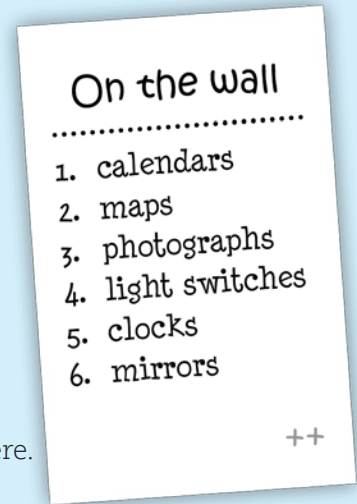
Describer: No.

Guesser 2: Is it smaller than a shoebox?

Describer: Sometimes. It can be many different sizes.

Guesser 3: Is it found in our homes?

Describer: Sometimes. Most homes probably have one somewhere.



Variations for Yes, No, Maybe!

Variation	Directions
No Topic	To make the game more difficult, the Describer should not announce the topic of each card before starting.
Describing Pairs	Have a pair of students act as Describers (instead of one student) and work together to answer the questions asked by the guessers. Working in pairs can foster teamwork and help less confident students.