

Animal Guess Who



Objective

Identify and name a variety of living things in the local and wider environment.



Equipment

- Enrich School Orienteering Maps
- Animal Guess Who Activity Sheets



Preparation

- Prior to the start of the lesson, 3 different Animal Guess Who example sheets should be placed at each of the control points to be used.
- Split the children into small groups and provide each group with a clip board, a marker pen and an Enrich School Orienteering Map. Provide the groups with an explanation of the map's main features e.g. out-of-bounds, start / finish point and control points.



Instructions

- Each group use their map to navigate the school's grounds and visit the 3 selected control points. At each control point they must collect a different Animal Guess Who example sheet. The groups must collect all 3 sheets and then return to the start / finish location.
- Different children in the group should take it in turns to navigate the map, making sure they do not collect duplicate sheets.
- Once the groups arrive back at the start location, pairs of groups play against each other. The winners of the game will play the winners of other paired groups.
- To start the Guess Who game, each group must choose an animal from their example sheet. Teams take turns to ask questions to identify the animal that their opponents have chosen. The team that returned first with the example sheets will get to ask the first question. Teams should be encouraged to ask questions that will help them identify their opponents' animal e.g. *Are you a carnivore / herbivore / omnivore? Are you a mammal / amphibian / insect / reptile / fish / bird? Do you have fur / hair / feathers / scales?*
- As the teams get answers / clues from their opponents, they should use them to eliminate animals which cannot be the one that their opponents have chosen. They can mark these animals off on their example sheets. The team that manages to guess their opponent's animal first is the winner.



Other information

- Reducing the number of animals that children can choose from can make this game easier and quicker to play.

