FAMILY ACTIVITY

AGES 9-11

TWENTY QUESTIONS

Problems or challenges can be handled now in a more logical manner. Information can be categorized and used to narrow down choices. Thoughts and ideas become more efficient and effective.

MATERIALS NEEDED

- none

DIRECTIONS

1. Choose one person to be "It". "It" will silently choose one object from the categories of Mineral, Animal or Plant.

   Example: Cat

2. The other players have the chance to guess what the object is by asking up to twenty questions that can be answered by "yes" or "no". Each player takes a turn asking "It"a question.

   Example:

   Is it an animal?
   Does it have two legs?
   Is it a dog?

3. On their turn, players may try to guess the answer. The player that correctly guesses the object gets to be "It". If no player guesses the object by asking up to twenty questions, "It" gets to have another turn and chooses another object.

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