

# 21 questions

Just for fun

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A good game to use appropriate vocabulary when describing animals. It could be played to introduce a new animal or group of animals; or as a reward at the end of a lesson.

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## preparation

- Prepare pictures of animals on a piece of string if you plan to play the alternative version of the game.

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## procedure

- Ask a volunteer to come to the board and to think of an animal.
- The rest of the class has to guess what the animal is by asking questions that can only be answered by **yes** or **no**.
- They are only allowed to ask 21 questions altogether.

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## alternative

- Alternatively, ask a learner to come to the board and place a picture of an animal attached to a piece of string around their neck, with the picture being at the back of the learner so that they can't see what animal they are supposed to be.
- Ask the learner to turn around so that the rest of the class may see the picture for a second. (Make sure you warn the rest of the class that they can't tell the learner what the animal is!)
- Once the rest of the class have seen what animal is on the picture, the learner at the board turns back around to face them and asks questions to which the class can only reply by '**yes**' or '**no**'. E.g.: Am I a mammal? Am I a wild animal? Etc...

- Repeat with a different picture and a different animal.

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example



*Kébili, Tunisia*