

20 questions

Read what a teacher says about this activity

'20 questions is a useful activity to help develop learners' thinking skills. It gets learners to create questions based on the answers which they receive. It also helps to change the pace of a lessons and get the learners more involved.'

Stage 1: Demonstrate	Say: 'I'm thinking of something. You need to find out what it is by asking me questions. You have a maximum of 20 questions before you need to guess. Start.'
Stage 2: Model	Play with the class. Make sure that all learners have the opportunity to ask questions.
Stage 3: Play in pairs / groups	<p>Put learners into pairs or small groups and say: "One of you thinks of something. The other(s) ask questions to try and guess."</p> <p>Monitor and help where necessary. Make sure learners take turns to answer the questions.</p> <p>[play audio] A: Is it something we eat? B: No. A: Is it an animal? B: Yes. A: Can it fly? B: Yes. A: Is it colourful? B: Yes. A: Do people keep it as a pet? B: No. A: Is it big? B: No. A: Is it a butterfly? B: Yes. You guessed it!</p> <p>You can get learners to play the game using more open-ended question (i.e. Wh- questions) rather than just Yes / No questions.</p>

[play audio]
B: Is it an animal, a vegetable or a mineral?
A: It's an animal.
B: Where does it live?
A: In Australia.
B: Can it jump?
A: I don't know, but it isn't a kangaroo.
B: How big is it?
A: It's like a monkey.
B: Does it live in trees?
A: Yes.
B: What does it eat?
A: Leaves.
B: Is it a koala?
A: Yes, it is.

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