Guess Your Character



**intent:**

Use comprehension strategies to determine a game character. (Note: Story familiarity is connected to family culture. Depending on the audience, you may need to adapt the characters used for this activity.)

**OUTCOMES:**

Utilize simple questions to determine a participant’s game character.

Dancing Clock

**Materials Required:**

* MCBS00539A0000[1]Sticker labels with character names for registration table
* List of possible questions
* Boom box and CD

**Time:** 15 minutes

**Process:**

(As participants register in the morning, place a character sticker label on their back. Make sure they can’t see the labels and ask them not to tell other participants the character on their labels.)

* Play music and invite participants to mingle throughout the room.
* (When the music stops) Direct participants to choose a partner who is not from their table.
* Direct participants to read the character’s name on their partners back without telling each other what the labels say.
* Have participants play 20 questions to figure out which character they are. The following are possible questions to use:
  + Is my character a male or female?
  + Does my character save the day?
  + Am I an animal?
  + Am I a villain?
  + Do I like to eat soup?
  + Do I wear a cape?
  + Do I have a horse?
  + Do I have two cruel stepsisters?
  + Do I grant wishes?

**REFLECTION:**

* MCj02958800000[1]What comprehension strategies did you use to determine your character?
* How did language and literacy work together in this experience?
* What prior knowledge and context did you rely on?