

**Who's  
WHO?**



## Materials

66 cards divided into two decks of 33 cards each. Each deck contains the same cards but with a different colour on the back to distinguish the two decks. Each card presents a character with particular physical details: a man or a woman, different coloured eyes, different coloured hair, facial hair such as a beard or moustache, glasses or particular accessories (earrings, necklace) and so forth. Some are very similar except for a few particular details.

**Who's who?** is a game of deduction and investigation. It stimulates the learning of the English language in a fun way and is the perfect game to play at home with friends, or during English lessons at school.

## In class

Before starting the activity, the teacher presents the characters describing them. Example:

*It's a man/woman.*

*He/She has got long / short / straight, curly hair.*

*He/She has got red / blonde / black / brown hair.*

*He/She has got light / dark skin.*

*He/She has got green / blue / brown eyes.*

*He/She has got glasses / a beard / a moustache / earrings / a neckless...*

Now put all the cards from the red deck on the table, picture side up. Pick up a card from the green deck, without showing the class. One at a time the players ask questions about the physical appearance of the mystery character. You are only allowed to answer the questions with a *Yes* or a *No*. The answers allow the players to eliminate possibilities, and get closer to the solution. If the players are sure to have guessed the right clues, they can try to guess the name of the character, eg: *Is it Lucy?* If the player guesses wrong, the game continues.

## Other activities

The cards from the red deck are spread out on the table picture side up. Each player picks up a card from the green deck without showing it to the others. One at a time, each player asks a question to the player sitting next to them, who can only answer with a *Yes* or a *No*. Each time the new answer allows the player to eliminate possibilities and get closer to the solution.

Once a player is sure to have guessed the right clues, he can try to name the character: eg. *Is it Robert?* If the player guesses wrong the teacher can set a penalty, for example skip a turn, etc. If they guess correctly, the player can take the card from the other player. Whoever guesses more characters and collects the most cards wins the game.

### *Variation:*

The game can be played in teams. In this case a limited time or a limited number of questions should be decided beforehand, as well as a point system for each character guessed by a team.

### **Wanted**

With a deck of cards spread out on the table, players have to guess the character chosen by the teacher, by listening to the description.

Eg. *Look for a woman with long, straight brown hair. She has got black eyes and round shaped glasses!*

If the players can't identify the character, the teacher can add some more details.

Eg. *She is wearing a blue top, earrings...*

Whoever guesses correctly earns 1 point and can choose a "wanted" to describe to the class.

### **True or false?**

The teacher shows a character, then starts describing it. But... pay attention because the teacher will say something true and

something false. When the details about the character are false, the players can raise their hands and correct the teacher: eg. *No, he hasn't got green eyes, he has got blue eyes.*

#### *Variation:*

The teacher says a sentence at a time (either true or false) and the students repeat it only if it's true.

### **Count, count!**

The teacher asks the class:

*How many characters have got long / short hair?*

*How many have got black hair / glasses / curly hair / brown eyes / a moustache, etc.*

The teacher gives 1 point for each correct answer.

### **Memory**

This game is based on the traditional memory game.

The two piles are shuffled, and then all 66 cards (or a choice of a couple depending on the number of players) are set picture side down on the table.

One at a time, each player turns one card over, describes the character and then turns over another. If they match they can keep the pair. The player with the most pairs wins.

### **Who's Who?**

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