



## A Dizzy Guess!

**A: This game helps your pupils to:**

- practice chunked language fluently
- vary intonation depending on level of certainty
- practice connected speech with 'This is...'



### Class Profile

Game Type: Memory

Age: 5 – 7 years old

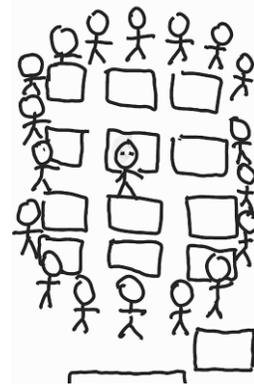
Class Size: 20 - 40

Resources: None

Time: 10 minutes

Group Size: Whole class (You can do in smaller groups too!).

Suggested Classroom Arrangement:



### B: Target Language:

*This is + (person's name)*  
/ ðɪsɪz/  
(Rising intonation at the end = unsure)  
(Falling intonation at the end = sure)  
*Can you guess who I am?*

### C: Getting pupils ready:

1. Divide class into 4 large groups (or whatever is convenient for you).
2. Say 'Spin around!', 'Make a circle!'.
3. Try again, but with different shapes: triangle, square, or even a hexagon!

### D: How to play the game:

1. Draw a large circle on the board made up of small circles with another small circle in the middle (these represent the pupils – see picture right to get an idea).
2. Draw a speech bubble for one of the small circles saying, "Can you guess who I am?" and a speech bubble for the circle in the middle saying, "Hmmm...this is \_\_\_\_\_".
3. Teacher models by standing in the middle with pupils making a large circle around the classroom (no need to move the tables). Teacher covers eyes with one hand and points with the other. Teacher SPINS counting down 3, 2, 1! (get pupils to count down too!).
4. Whichever Pupil the Teacher points at, that Pupil says "Can you guess who I am?". The Teacher guesses, emphasizing rising intonation if unsure and falling intonation if certain.
5. Choose a Pupil to stand in the middle to take over. Give Pupils one attempt only to keep the game moving so different Pupils can play.
6. If you feel confident, you can let Pupils play in groups after!

### TIPS

Modelling the activity will help make the instructions very easy for the game. Children can be very fast at figuring games out so a good demonstration should be sufficient!

Sound like you are enjoying the game too, especially when doing the countdown 3, 2, 1 and act being dizzy. Children really enjoy counting down and spinning around!

### Fun Variation

- You can use a more advanced version of game by getting Pupils to give clues to help the Pupil in the middle of the circle to guess. For example:

"He/She is wearing..."

"He/She has..."

"He/She is from..."

"He/She sits next to..."

"His/Her name begins with..."

Make a rule that easy clues are used last to make the game more challenging!

### REMEMBER:

Model rising intonation to indicate a guess and falling intonation to show certainty. Don't forget to SPIN!

