

What Am I?

There is an example of this game in Lesson 39, "A Dinner to Remember."

Equipment:

- 1) Game board with 36 pictures of objects
- 2) "Secret dice" cup
- 3) Each player (2-4 players) gets a set of five markers of one color.

Preparation:

Choose nouns naming 36 objects and type their names into the list below. Draw a picture for each object, or locate clip art clearly illustrating each object. Insert one picture into each square on the 36-square board below.

To assemble the game board:

Print the 4 pages containing the four 3 x 3-square quarters of the game board, laminate. Assemble the four quarters of the board into one large 6 x 6 -square game board, arranging the quarters so the dice numbers across the top and bottom of the board progress in order from 1-6, and the colors progress in rainbow order down the sides (blue, purple, red, orange, yellow, and green). Paste onto a large sheet of paper or cardboard, or tape the back to form foldable hinges.

To make the "Secret Dice" Cup:

Purchase two small dice, one a regular die with dots for 1-6 and the second a blank cube. Color each side of the blank cube with one of the colors that appear at the sides of the board (blue, purple, red, orange, yellow, and green). Cut down a solid paper cup to about half its original height, or find a plastic container of a good size, and place the two dice inside. Cover the open side of the cup with clear plastic, and use tape to securely attach the plastic "window" to the top of the cup. You should be able to shake the cup and clearly view the number and color you have rolled on the dice through the clear plastic window. This is the 'secret dice' cup.

Markers:

Print the page of checker markers, laminate and cut out (one set of five markers of the same color per player). Or collect four sets of five same-colored markers of any kind: four kinds of buttons, beans, coins, etc.

Play:

Game may be played by 2-4 players. Decide who begins and proceed clockwise around the board. The player whose turn it is rolls the "secret dice" in the cup and, without letting the others see what he has rolled, locates the picture chosen by the dice and describes it. Example: If you roll a 2 and the color green, find the "2" column and go down the column until you come to the "green" row; the picture at the intersection of "2" and "green" is the object that you must describe. (Hint: don't stare at your picture, or the other players will see what you are looking at.)

Describe the picture without naming it. The other players try to guess the name of the object. The first to correctly guess the object name places his marker on it. The first to correctly guess five objects wins the game.

Before playing the game, review with the players the names of the objects on the board. Practice throwing the dice and identifying the picture to be described by color and number. It may be helpful to have the players practice locating the object at the intersection of the column and row by tracing with their fingers.

Board game "What Am I?"

by: Miriam Savir

Describing the pictures

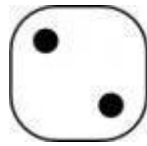
Here are some examples of sentences you might use to describe the picture "*dress*":

- I am something girls and women wear.
- I can be any color.
- I can be long or short.
- A bride wears a white one.
- I can be made out of many things.

If the player whose turn it is can't think of all the words in English to describe the picture, he can use Hebrew, but to win, another player must name the picture in English. Think of the 'wh' questions to help you describe your object. What does it look like? Who uses it? When do we use it? Why do we use it? What is it used for? Where is it used? How do we use it?

Type the list of names of the 36 object pictures on the game board and print it to read with the players before starting play.

| | | |
|----|----|----|
| 1 | 13 | 25 |
| 2 | 14 | 26 |
| 3 | 15 | 27 |
| 4 | 16 | 28 |
| 5 | 17 | 29 |
| 6 | 18 | 30 |
| 7 | 19 | 31 |
| 8 | 20 | 32 |
| 9 | 21 | 33 |
| 10 | 22 | 34 |
| 11 | 23 | 35 |
| 12 | 24 | 36 |



Insert picture 1

Insert picture 2

Insert picture 3



Insert picture 7

Insert picture 8

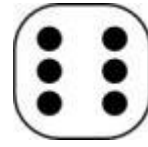
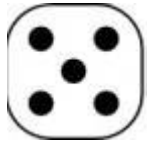
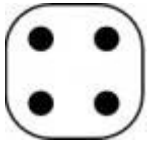
Insert picture 9



Insert picture 13

Insert picture 14

Insert picture 15



Insert picture 4

Insert picture 5

Insert picture 6



Insert picture 10

Insert picture 11

Insert picture 12












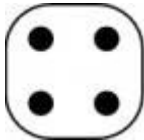


Insert picture 16

Insert picture 17

Insert picture 18



| | | | |
|--|---|---|---|
|  | Insert picture 19 | Insert picture 20 | Insert picture 21 |
|  | Insert picture 25 | Insert picture 26 | Insert picture 27 |
|  | Insert picture 31 | Insert picture 32 | Insert picture 33 |
| |  |  |  |

| | | | |
|---|---|---|---|
| Insert picture 22 | Insert picture 23 | Insert picture 24 |  |
| Insert picture 28 | Insert picture 29 | Insert picture 30 |  |
| Insert picture 34 | Insert picture 35 | Insert picture 36 |  |
|  |  |  | |

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Markers:

