This game is targeted at 7yr olds upwards but can be adapted for children who are developing question skills by lengthening each turn, getting rid of the timer or by giving simpler clues to get started.

You can work on your child’s memory using this game also.

They will be able to practice remembering what has been said in order to build up an idea in their mind of what an item on their head could be.

It can be useful to revise and recap answers with you child before they ‘guess’ the answer.

You can use the game to work on social skills by playing in a group. Even if it’s just 1:1 your child has to take turns answering and asking questions.

This is great for developing conversational turn taking skills.

You can work on describing vocabulary using these two ideas.

Thinking about ways to describe items when asking and answering questions, “How does it feel/look/sound/taste?”, etc.

OR

Just use the picture card and brainstorm how many ways you can describe it – great for colour, size and verb vocabulary, e.g. “it is tiny, it is red with black spots, it can fly, it lives outside in the garden - (a ladybird).”

Work on asking and answering questions using these ideas.

If child has a card on their head they will learn to use a range of carrier phrases “Do I have...?” , “Am I...?” to ask closed questions (Yes/No response)

OR

Put card on your head and get child to answer your questions while looking at it, e.g. “What is it made of?”, “Where would you find it?”, “What group does it belong to?”, etc. These are open questions and develop understanding of who, what, where, when and why questions.

You can work on describing vocabulary using these two ideas.

Thinking about ways to describe items when asking and answering questions, “How does it feel/look/sound/taste?”, etc.

OR

Just use the picture card and brainstorm how many ways you can describe it – great for colour, size and verb vocabulary, e.g. “it is tiny, it is red with black spots, it can fly, it lives outside in the garden - (a ladybird).”

You can sort game cards into groups or categories - e.g. animals, food, household items, etc.

Once your child has a grasp of broad categories they can start to think of narrower categories within a group, i.e. not just animals but farm animals, not just food but perhaps food that grows on trees, etc.

Use cards to also think about function, parts of object, where you find it, what it made of, what it looks like?