

Family STEM Activity

Animal Guess Who

Ages 3 – 10 Create a guessing game using toys from around your house!

Activity Time: 5 – 20 minutes

Materials:

- An assortment of toy animals from your house

- 1** Place your toy animals in a group, and make sure all the players can see them clearly. Take a minute to quietly observe them. Think about their characteristics: Is their fur patterned? Do they have paws? Are they a real animal? Are they made-up?
- 2** To start the game, the youngest person is the “Leader” and the other players are the “Scientists.”
- 3** The Leader should choose one of the toy animals, without telling the Scientists which one they have chosen.
- 4** The Scientists should then take turns asking the Leader yes or no questions to try to identify which toy animal the Leader picked. ***Limit the number of questions the Scientists can ask to add an extra challenge.***
- 5** After at least 3 questions, a Scientist may guess the animal. If they guess incorrectly, the Scientist can keep playing.
- 6** Once a Scientist guesses the correct toy animal, the next oldest player gets to be the new Leader!



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Animal Guess Who BACKGROUND FOR GROWN-UPS

Follow Up Questions:

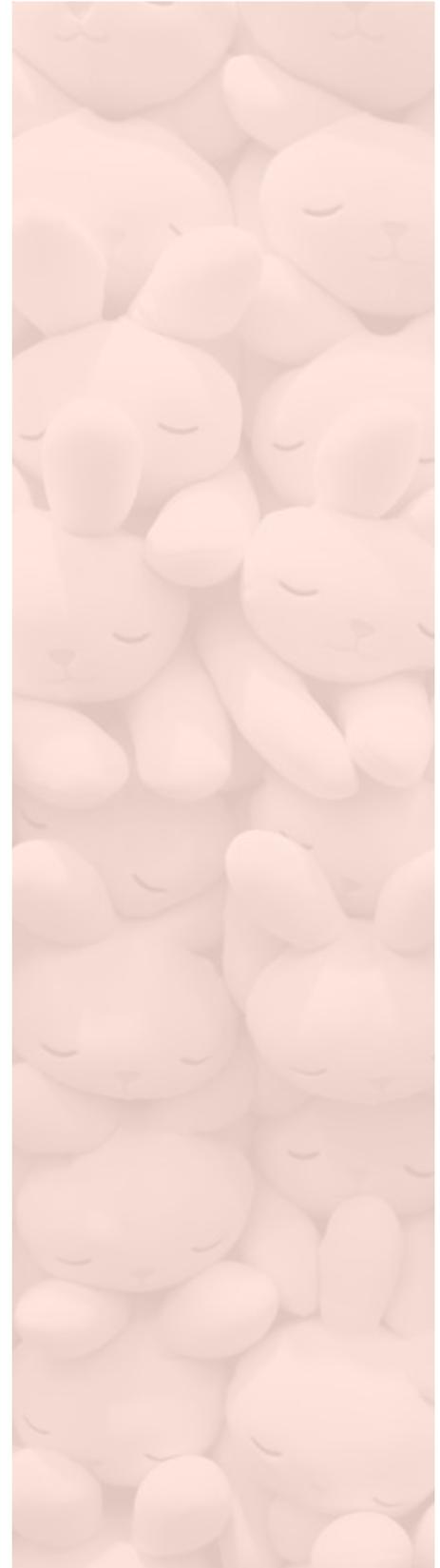
This activity helps children practice their communication skills by forming and asking questions. They'll also analyze and interpret information while making connections to prior knowledge.

Continue the conversation by asking your child:

- What kinds of questions helped you figure out the mystery animal?
- Which questions gave you the most information? Did you ask about how the animal looked? Did you ask what sounds it makes?

Extension Activity:

Make your own guessing game! Collect other types of objects from around your house or outside.



This home activity is part of the new virtual Museum of Science, **MuseumatHome**.

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Museum of Science.

