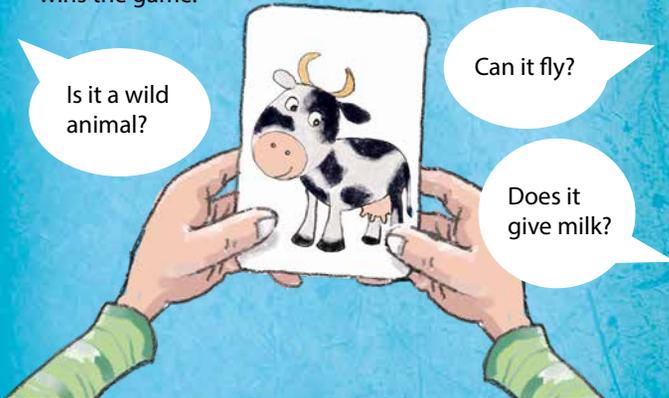


## 2. A guessing game of questions and answers for older children

### Rules

The youngest player starts the game. He takes from the top of the pile a card with a picture of an animal, without showing it to the others. The other players start asking him questions, to try and guess what animal is pictured on his card. The questions may be like this: Is it a wild/domestic animal? Can it fly? Does it give milk? and so on. The child who guesses what animal is pictured on the other player's card gets the card of the guessed animal. The card with the carnival costume of the guessed animal remains on the table. Then the next child in turn takes the card from the top of the pile and other players try to guess what it is. The player who collects most of the cards with animal pictures wins the game.



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# Guess who I am?

For 1 to 16 players,  
from 3 years of age  
Duration: about 30 minutes  
The set includes 32 cards,  
including 16 cards with  
pictures of animals, and 16  
cards with children dressed  
in animal carnival costumes.  
Each picture of an animal has  
a matching carnival costume.

**A fun guessing game to play alone or in a group of friends. The game develops the imagination, memory and powers of observation, enriches the vocabulary, and helps children to understand the environment better.**



## Getting ready

The players sit in a circle. The 16 cards with pictures of children dressed in carnival costumes are placed face up on the table. The 16 cards with pictures of animals are placed in a pile face down in the middle of the table.



## 1. An easy version for little ones

The game trains the dexterity and develops quick reactions. Players should be as quick as they can in finding the card with the carnival costume corresponding to the animal card they have.

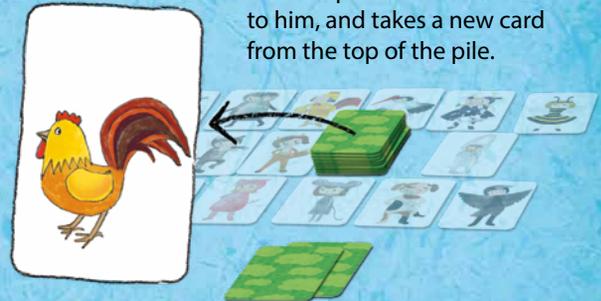
### Rules

Each player is given one card with a picture of an animal. After a signal, all the players at the same time start looking among the cards placed on the table for a card of a child dressed in the carnival costume matching the animal of the card they have.

When a player finds a card matching the animal he has (such as a bear and a carnival costume of a bear), he keeps both cards.



He then puts the two cards next to him, and takes a new card from the top of the pile.



Then he looks for the equivalent of his new card. The player who collects the most cards wins the game.