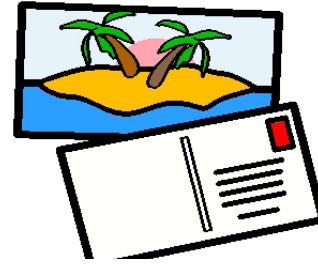# 5.1 Guess which Country?

Listen to the clues and look closely at the picture on a 'postcard' from a foreign country. Then try to guess the mystery country correctly before the other Players.

Communication Aims

- Listen and work out what country is being described from the clues and picture;
- Locate the correct country from the vocabulary page on your Talker to give your answer.

How To Play

Who: at least two Players and one Helper, to read out the clues.

- The Players listen to each clue given by the Helper and try to work out which country is being described;
- The Players are only allowed one wrong guess, so they cannot just guess after each clue, they need to be quite sure of their answer;
- The first Player to guess the country correctly, gets a point. The Player with the most points at the end of the game is the winner.

What you need

- Some real postcards (or made up ones) with clues written on the back;
- 4 clues is a good number e.g. France: this country has a famous tall tower, this country has a famous bicycle race, this country is famous for its cheese and wine, this country begins with 'F';
- A page of countries programmed on each Player's Talker;
- Paper and pen to keep the score.

Vocabulary

- Names of countries of the world;
- Vocabulary like: *I'm not sure, That's tricky, That was easy, I know it, I've been there before*, so that the Players can interact during the game.

Hints and Tips

- Get the Players to take it in turns to guess a country from the clues and get a point (especially if one Player is much quicker than the others) The other Players could have the chance of a bonus point if the Player hasn't guessed correctly after all their clues;
- Start with the hardest clue first and then make them get easier, so that the Players are more motivated to really listen before guessing and there is more of a challenge involved.

Extension -

- The Players could have clues programmed on their Talker and take turns to show a postcard to the others and to lead the game;
- You could have a points system, so that if you answer on clue 1 you get 20 points, clue 2 (15 points), clue 3 (10 points) and clue 4 (5 points).

Variation - you could have clues to a mystery item e.g. jumper, mystery place e.g. cinema, mystery celebrity/person e.g. the Queen, mystery animal e.g. elephant (any category of vocabulary on the Talkers).