



Guess What!

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## What could it be? Let's play and see!

Take your learners on a journey of discovery with our fun classroom guessing game

1. Choose a video
2. Play it to your class
3. Ask them to guess what it is
4. Click to reveal the answer!

CAS Service idea: Make some of these on video - put on a Youtube channel and link to NKSS page or put on a site for ELL to use . Involve our International students.

[Guess What!](#) is the name of a “new” game from Cambridge University Press.

I have “new” in parenthesis because it’s a version of a game used with English Language Learners for decades – Taboo – where players have to describe a word without using the word, and others have to guess what is being described.

The great twist in “Guess What!” is that students can create videos of them describing a word, upload it, and then have other classes use them as part of their own game (they provide [simple instructions](#)).

[Plenty of research](#) shows that students are much more engaged in a learning activity when they have an authentic audience, and “Guess What!” certainly fills the bill.

I’m adding it to [The Best Resources For Learning To Use The Video Apps “Vine” & Instagram](#) just because that’s where I have other examples of ELLs using short videos.