

Quiz game

Dear Educators,

This fun activity stimulates children's deduction and attention through a series of clues to help them discover which is the mystery animal.

How to play?

1. **Card preparation:** Before starting, you will need to cut out the cards that depict various animals. Then, place all the cards on the table, with the images facing up and clearly visible to all the children.
2. **Start of the game:** The educator secretly selects an animal from those on the table. At this point, the educator begins to give a series of clues to help the children identify the mystery animal. The clues can be related to the animal's characteristics, such as:
 - "The animal I chose can fly."
 - "This animal has wings but doesn't fly.."
 - "It is smaller than a cat."
3. **Card elimination:** Each time a clue excludes one or more animals, the children must identify the cards that do not match the described characteristics and turn them face down. This way, animals that cannot be the mystery animal are progressively eliminated.
4. **Discover the mystery animal:** The game continues until there is only one card left face up on the table. This card will reveal the mystery animal, and the children can check if their reasoning and deductions were correct..

Game objectives

- **Development of deductive thinking:** Thanks to the clues, children learn to make logical deductions, progressively eliminating possibilities.
- **Listening and concentration:** The clues require the children's attention, stimulating their listening skills and reflection.
- **Collaboration:** This game is ideal for group work, where children can discuss their hypotheses together and collaborate to find the solution.

Required materials

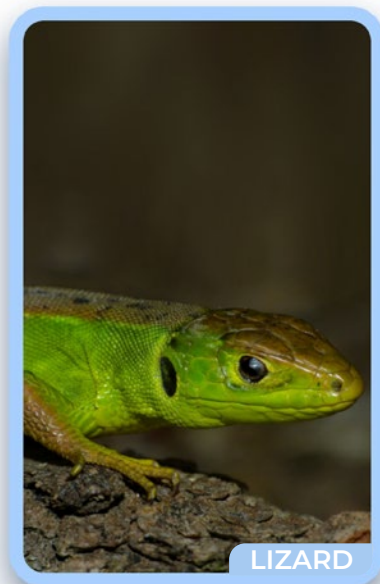
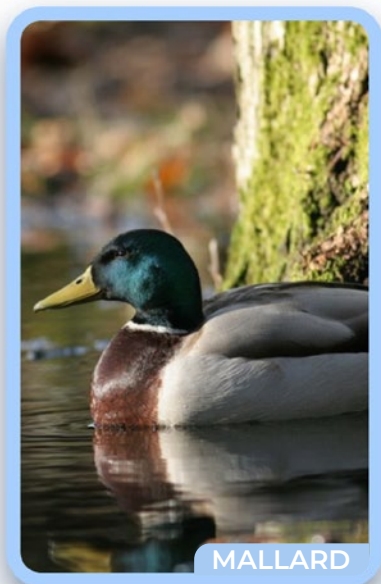
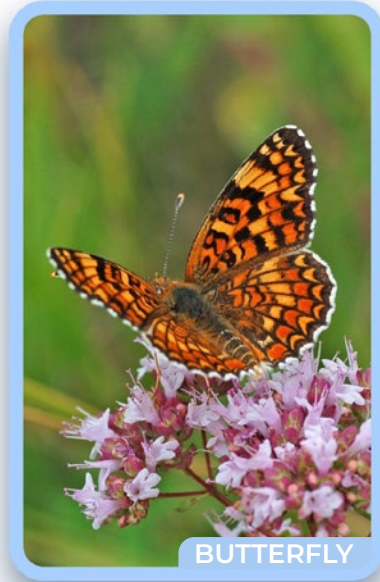
- Scissors for cutting out the cards

Tips for the educator

- You can adapt the level of difficulty of the clues based on the children's age and comprehension level, using more or less detailed descriptions.
- After each round, encourage the children to discuss how they reached the conclusion to reinforce the learning process through play.

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Cut out the cards and guide the children to discover the mystery animal.



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