



Character Guess Who

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Language Arts
Grades 3-5



Introduction

Students will play a Guess Who? game about various characters in a text. After studying/reading a chosen text, students will play a 'guess who' game with a partner or as a large class. Classmates will use the clues to determine who a character is.

Learning Objectives

- [RL.4.3](#)
- Students will describe in depth a character, setting, or event in a story or drama, drawing on specific details in the text (e.g., a character's thoughts, words, or actions).

Materials Needed

- Paper and pencil
- A book of the teacher's choice (the current unit text or a well known text in the class).
- Ideas include James and the Giant Peach, Diary of a Wimpy Kid, or There's a Boy in the Girl's Bathroom.

Procedure

1. The class will read a chosen text by the teacher. This text could be one that is currently being used to meet the unit's standards or a read-a-loud that was just finished.
2. Students will create a list of three or more different 'guess who' questions, starting each set of clues broad and slowly making the clues narrower. The goal is for the guessing person to determine who their partner is explaining by the end of the set of questions.
3. Example: (Diary of a Wimpy Kid)
 - This character is a boy.
 - This character is typically drawn with three hairs sticking out of his head.
 - This character is not a good friend.
 - This character is lazy and dishonest.
4. Guess who.

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Evaluation

Students will turn in their question sets for evaluation. Peers could also take a survey reflecting on the thought and details their partner put in.