

Name: _____

Date: _____

Project: 20 Questions to Guess an Inhabitant

Purpose: To have fun while learning the characteristics of our habitat inhabitants.

Have you ever played the game 20 Questions? Well, Habitat Tracker® has its own version of this game. Let's see if you can guess who the inhabitants of your habitat are!



Materials Needed:

1. Plant and Wildlife **I**dentification Worksheets
2. Plant and Wildlife **T**rading Cards
3. Plant and Wildlife **P**rofile Reports (optional)

Project:

1. **Divide** the class equally **into two teams**, Team A and Team B.
2. Put a **set of Plant and Wildlife Trading Cards** in a basket.
(Each Plant or Wildlife specie in your habitat should have 1 card in the basket)
3. **Mix up the cards.**
4. Have one person from Team A close their eyes and **draw one card** from the basket.
5. The members of Team B then take turns **asking** Team A **questions**, attempting to uncover the identity of the Plant or Wildlife specie.
**The questions must be answered by a 'Yes' or 'No' response.
6. **Using blank Plant or Wildlife Identification Worksheets**, Team B should fill in information as it is determined from the questions asked.
7. On or before question number 20, Team B must **guess the identity of the Plant or Wildlife specie** on the card drawn by Team A.
**A correct guess earns one point.
8. **Subsequent rounds** are played as above, with teams alternating roles.
9. The team with the **most points** after 20 rounds **wins the game!**