

	Guess Who? Card game
Linguistic level (CEFR)	From A1 onwards
Game objective	Guess the identity of the opponent's mystery character by asking questions that can only be answered with "yes" or "no."
Roles	Players alternate between asking questions and answering.
Rules	- Each player receives a set of character cards and arranges them in front of themselves. - Each player draws a character card from the deck and keeps it hidden. - Taking turns, players ask questions that can only be answered with "yes" or "no." - Based on the answer, eliminate (flip over) cards that don't match. - When a player thinks they've guessed, they declare the character's name. - If they guess correctly, they win.
Number of players	2 players
Recommended age	5+
Time (duration of a game)	10-15 minutes
Scores/how to win	The first player to guess the opponent's mystery character wins.
Objects	40 character cards (20 blue, 20 red), 20 mystery character cards
Relationships	Competitive paired game with direct interaction between players.
Player profile	- <i>Context</i>: Students with basic competence in the target language, interested in logic and deduction games. - <i>Skills</i>: Question formulation, oral comprehension, observation skills, logical reasoning, categorization. - <i>Lexical and grammatical themes</i>: Physical characteristics, colours, accessories. - <i>Socio-cultural context</i>: Familiarity with deduction games, understanding the concept of closed questions.
Skills, knowledge	- <i>Language</i>: Interrogative structures, descriptive vocabulary, qualifying adjectives, comprehension and production of short answers (yes/no), active listening. - <i>Culture</i>: Modes of interaction in competitive games, respect for rules. - <i>Soft skills and personal development</i>: Logical reasoning, deduction, problem-solving, strategic thinking, attention to detail, competition management, progressive elimination ability.