

Child A then says He *can't dance. He can drive; wrong place. He can't play the guitar. He can play basketball; right place*, and enters the following symbols into the boxes:

X	△	X	✓	
---	---	---	---	--

- 6** Child B tries again in Row number 2, working with the information given by Child A. For example, if Child A gave a tick to any of the previous actions, Child B will draw that same action again in the same place.

Key

X = The person can't.

△ = The person can. Wrong place.

✓ = The person can. Right place.

- 7** The game continues until, by process of elimination, Child B has guessed the four actions correctly and has them in the right places. The children then change roles and it is Child B's turn to think of four actions while Child A guesses.
- 8** The child in each pair that guesses the four secret actions in fewer lines is the winner.
- 9** The children can also try to guess the people if they want to and discuss whether they agree with what they can or can't do.