The Adventure:
In Lairs or pairs, take turns playing 20 Questions. This is a game in which one Cub thinks of an object—it could be a famous person, an animal, a place, a tool, or something else—and the other players have to guess what he or she is thinking of. The guessers can ask up to 20 questions (including guesses), but the questions can only be answered yes or no. If the object cannot be guessed in 20 questions, the Cub thinking of the secret object wins.

Safety Note:
What kinds of objects are a good fit for this game, and what kinds of objects are not? Why might some things be hurtful to think about?

Online Resources:
How to Play 20 Questions
(youtube.com/watch?v=FDu3S2lXa_k)

Plan:
• Where will you share this adventure?
• How much time will you take to play?
• What strategy will you use to guess?
• How can you think of something that might be hard to guess?

Do:
• Play 20 Questions!

Review:
• What do you know now that you did not know before?
• What strategy did you use to guess?
• How successful were you guessing what others were thinking of?
• If you were to play this again, what would you do differently?
• When would it be fun to play this game again?