

BEHIND

THE

WALL



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BEHIND THE WALL

First Play:

- This activity has two players.
- The players sit so each cannot see what the other is building.
- One player is called the SPEAKER.
- One player is called the QUESTIONER.
- As the SPEAKER builds a design he describes what he is doing to the QUESTIONER.
- The QUESTIONER tries to build a copy of the SPEAKER'S design by listening to the directions of the SPEAKER and asking questions about the design.
- **At no time do the players look at each other's designs or give hints by gestures.**
- When the SPEAKER is done building and the QUESTIONER has no more questions they move the wall and compare designs.
- Play 4 times, so each person is able to be QUESTIONER and SPEAKER two times.

Second Play

- Same as First Play EXCEPT the QUESTIONER loses his voice and cannot ask questions.

- Third Play

Same as First Play EXCEPT :

The SPEAKER builds the design before the play begins.

The SPEAKER can only say : "YES", "NO", or "CAN'T SAY".

The QUESTIONER must discover the design by asking questions.