How to run Guess Who

Student marketing content

In this workshop, we'll be making a text-based game. We will teach the computer to play Guess Who! against us, and we will put our own spins on this classic game! Whether you have never programmed before or are a computer whizz we would love to see you there!

How the workbook is set out

Each student only does one workbook with the relevant extensions. Beginners students do the Beginners workbook, Intermediate do the Intermediate workbook and Advanced do the Advanced workbook.

How to run the computerless game

The computerless game for this workbook is "Decision Tree Celebrity Heads". The coordinator will go through the slides to describe the way that decision trees work, what the kids are going to be doing and what the game is. Once they have finished the presentation the kids will get into groups of 3-4 and will each get a large sheet with a reminder of the instructions, a card set, a piece of butcher's paper and a couple of markers. The girls will then work in their groups to create a decision tree to match their card sets - tutors should either pair up with groups or keep an eye on them throughout the room. Tutors should not help the girls make the tree, but should facilitate discussions and help resolve conflicts or group tensions.

Let the girls work on their trees for about 15-20 minutes, making sure to give them a 5 minute warning. Once they have finished their trees, get them to name their group and write each group name on a whiteboard or large piece of paper where everyone can see it. Select a number of tutors equal to the number of groups you have (e.g. if you have 4 groups, you need 4 tutors to volunteer) and have them each pick a different item from the card set and spread out around the room (you can set this up while the girls are working on their trees). Each group will then go to each tutor and try out their decision tree with them and count how many questions it takes to get to the answer (Note: they must ask the final question "Is it X" and count that question as well) - after each tutor the group will come to the coordinator at the whiteboard and tell them how many questions they asked, the coordinator will add their tally under their group name. Then the group will move on to the next tutor in the circle.

Once each group has made it around to each tutor they can sit back down. Once all the groups have sat down the coordinator will tally up all the groups scores and announce the winners and give each winning group a bag of lollies.

Resource List

Printing

1x [Python Cheat Sheet](#) per student
1x [Guess Who Board](#) per student
1x [Guess Who Beginners Workbook](#) per student in beginners room
1x [Guess Who Intermediate Workbook](#) per student in intermediate room
1x [Guess Who Advanced Workbook](#) per student in advanced room
5x [Beginner Tutor answer books](#) per beginners room
2x [Beginner Extensions Tutor answer books](#) per beginners room
5x [Intermediate Tutor answer books](#)
5x [Advanced Tutor answer books](#)
7x [streaming quiz](#) (stapled together)
1x runsheet (per classroom for tutors to refer to)
1x Certificate per student (with student's name on it)
1x [card set](#) per group of 4 students (printed single sided, preferably cut into cards)
1x [instruction page](#) per group of 4 students (printed double sided on larger paper)

Food

- Pizza for all students and tutors
- Snacks for during the day (for a room of 20 girls we recommend 5 apples and a bunch of bananas, 3 bags of sweets e.g. Freddos, snakes, Fruit Chews and a pack of Arnotts biscuits)

Other

1x Name Tag for every student and tutor
1x Pen for every student and tutor
3x Whiteboard markers per room (for writing on the nametags and drawing diagrams in the classroom if there are whiteboards) - in the boxes for each room
Coloured dot stickers for streaming quiz (White, Orange, Red, Blue, Green)
Enough butchers paper/large paper and markers for each group of 4 kids to write on