





Jack and Jill Clothing Game

Game directions

This is a game for 2 students (or two pairs of students working together). One student will be the expert, the other is the guesser. A third student could be scorekeeper.

The expert stands the pictures of the characters up on the table like a folding screen so that his opponent can't see, then rolls the dice to see which picture out of 36 will be the solution for that game. A roll of 1 and 4 will be character A-4, a roll of 3 and 5 will be character C-5, and so on.

The guesser asks yes-or-no questions about the clothes, such as "is the person wearing a dress?" and so on. As he determines *what clothes* of *what color* the figure is wearing, and whether it is Jack or Jill, he will eliminate some of the options, and finally narrow it down to a single character.

Tournament play

The expert (or another student) tallies the number of questions needed to determine which of the characters is the correct one. When the guesser says "It is character C-5," that counts as a question, and should be tallied. After the identity is solved, the players change roles. (If the guesser identifies the wrong character he automatically loses, and the players change roles.)

They play again, and tally the number of questions needed to correctly identify the selected character. The player who needed the fewest questions is the winner. If one dresser reaches the correct conclusion and the other does not, the winner is the one who guessed correctly, regardless of the number of questions.