GRATITUDE "GUESS WHO?" GAME

a generous twist on "twenty questions"

TO PLAY, YOU WILL NEED:

A LARGE STACK OF STICKY NOTES.
(YOU CAN ALSO USE PAPER AND TAPE INSTEAD)
WRITING UTENSILS

follow these steps:



1. ONE PERSON STARTS BY SECRETLY WRITING ONTO A STICKY NOTE THE NAME OF ONE PERSON IN YOUR FAMILY FOR WHOM HE OR SHE IS GRATEFUL.

MAKE SURE EVERYONE PLAYING KNOWS OF THIS PERSON. IT CAN BE SOMEONE IN YOUR IMMEDIATE OR EXTENDED FAMILY. MAKE SURE NO ONE SEES WHAT YOU ARE WRITING! WRITE ON THE FRONT OF THE STICKY NOTE SO THE STICKY PART IS ON THE BACK!

2. WITHOUT LETTING ANYONE SEE THE NAME YET, PLACE THE STICKY NOTE ONTO THE FOREHEAD OF THE PERSON TO YOUR RIGHT. NO ONE SAY THE NAME OUT LOUD!

NOW, EVERYONE CAN SEE THE NAME YOU HAVE WRITTEN, EXCEPT FOR THE PERSON WEARING THE STICKY NOTE!

3. THE PERSON WEARING THE STICKY NOTE NOW HAS TO GUESS THE NAME, BY ASKING TWENTY (20) QUESTIONS. EVERYONE MAY ANSWER!

THE GUESSER CAN ASK YES OR NO QUESTIONS ONLY, AND EVERYONE CAN ONLY ANSWER YES OR NO. SOMEONE HAS TO KEEP TRACK OF THE # OF QUESTIONS:)
THE GUESSER MAY ASK FOR ONE SINGLE CLUE, IF HE OR SHE WOULD LIKE! IN THIS CASE, THE GUESSER MAY TURN TO THE PERSON TO HIS OR HER RIGHT, AND REQUEST
A MIME DEMONSTRATION (THIS MEANS THE PERSON TO THE GUESSER'S RIGHT MUST ACT SILENTLY AS THE FAMILY MEMBER WHO'S NAME IS WRITTEN ON THE STICKY
NOTE).

4. WHEN THE NAME IS GUESSED, HAVE EACH PERSON SAY ONE THING THEY ARE GRATEFUL FOR ABOUT THE FAMILY MEMBER ON THE STICKY NOTE. THE GUESSER NOW GETS TO WRITE A NAME ON A STICKY NOTE AND PLACE IT UPON THE FOREHEAD OF THE FAMILY MEMBER TO THE RIGHT!

EVERYONE SHOULD HAVE THE CHANCE TO WRITE ON A STICKY NOTE, AS WELL AS PLAY THE ROLE OF GUESSER!

