

# Guess Who (or What?)

## Purpose

Use structured questioning to practice concept discrimination, clinical reasoning, and retrieval of key features.

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## Setup

1. Each student (or team) receives a game board with 12 concepts (images or text cards).
  2. Each player secretly selects one concept.
  3. Players take turns asking yes/no questions to eliminate possibilities.
  4. Questions must focus on defining characteristics — not simply naming the concept.
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## The Goal

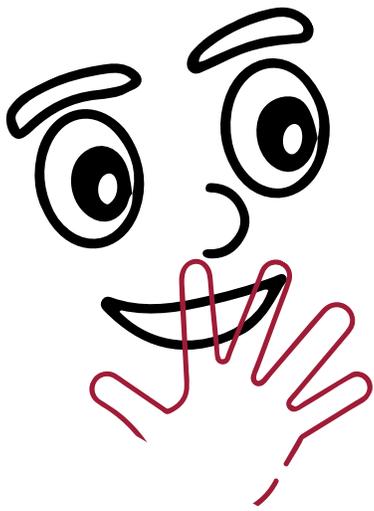
Be the first to correctly identify your opponent's concept by asking thoughtful, discriminating questions.

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## Rules

To maintain rigor, questions must:

- Be answerable with “yes” or “no.”
- Focus on meaningful characteristics (mechanism, symptoms, structure, population, etc.).
- Avoid guessing too early without narrowing options.



# Taboo

## Purpose

Develop deeper understanding by describing concepts without relying on obvious keywords.

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## Setup

1. Divide participants into teams (2-5 per team).
  2. Prepare Taboo cards with:
    - Target word
    - 3-5 restricted ("taboo") words
  3. Assign one "describer" per round.
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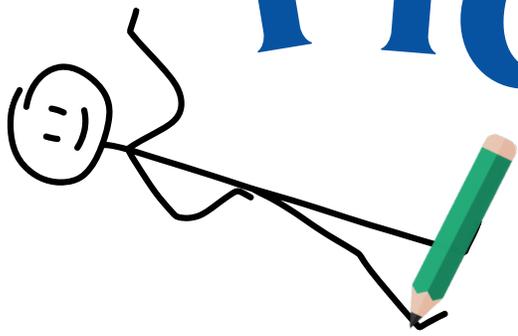
## How To

1. The describer selects a card.
  2. They have 30-60 seconds to describe the target word.
  3. They **cannot use any of the taboo words** listed on the card.
  4. Their team attempts to guess the correct term.
  5. If guessed correctly, the team earns a point.
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## Rules

- No saying any part of the target word or taboo words.
- No spelling or using abbreviations.
- No gestures (optional, depending on rigor level).

# PICTIONARY



## Purpose

Use drawing and visual representation to reinforce understanding of concepts, processes, and structures.

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## Setup

1. Divide participants into small teams (2-5 per team).
  2. Prepare a set of concept cards related to your discipline.
  3. Provide a whiteboard, paper, or digital drawing tool.
  4. Assign one "drawer" per round.
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## How To

1. The drawer selects a card (without showing others).
  2. They have 30-60 seconds to draw the concept.
  3. They may not use words, letters, or numbers in their drawing.
  4. Their team tries to guess the correct answer.
  5. If the team guesses correctly within the time limit, they earn a point.
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## Rules

- No speaking, writing words, or spelling.
- Only visual cues (symbols, diagrams, stick figures).
- Skip unclear drawings and move on if time runs out.