



Name: \_\_\_\_\_

Class: \_\_\_\_\_ Date: \_\_\_\_\_

## Guessing Game: Marine Challenge

*An activity of "The underwater medicine chest".*

Have you ever thought of our vast oceans as an endless source of natural medicines? Marine scientists are already making this a reality. To learn more, read "**Secret Pharmacy**" and "**The Underwater Medicine Chest**" (page 1 and 24–25, *What's Up* January 2023).

Then, play this game to become more familiar with the vocabulary used in these exciting stories.

### PREPARE TO PLAY

- Select two student referees. The referees double up as timekeepers and scorers.
- Divide your class into Team A and Team B. For each round of the game, each team selects a different leader.

### PLAY THE GAME

- In Round 1, Team A's leader (i) picks a noun or verb from either of the two *What's Up* articles about medicines from the deep seas and (ii) whispers it to Team B's leader for that round.
- Team B gets 60 seconds to guess the word, with the help of the leader (the only one on their team who knows what the secret word is). Team B's leader is not allowed to say or write the word. Instead, clues can be given by acting out the word, giving synonyms or antonyms, sketching it, and so on.

While guessing, Team B members may look through the two *What's Up* articles and consult dictionaries within the time limit.

Team B scores 10 points if they guess the word correctly.

- For Round 2, Team B's leader selects the word and Team A's leader gives the clues to help Team A guess the word.
- Continue in this way for as many rounds as time permits. The team with the highest score wins.

Have fun!