![C:\Users\Jenn\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\8VMBPWYS\MC900431560[1].png]()![C:\Users\Jenn\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\8VMBPWYS\MC900431560[1].png]()![C:\Users\Jenn\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\8VMBPWYS\MC900431560[1].png]()Although this game was designed for use in high school, I believe that it could be used in Grades 7 and 8 effectively as well. Here is a list of options for appealing to the younger grades. These could also be used for the younger grades of high school students depending on the skill level of your classroom.

1. Find your Scientist
	1. ![C:\Users\Jenn\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\8VMBPWYS\MC900431560[1].png]()Have the students pick a scientist from the deck. Using a piece of paper and pencil have them write down:
		1. What they know about the scientist
		2. ![C:\Users\Jenn\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\8VMBPWYS\MC900431560[1].png]()What they can guess they know from the picture (When was the person alive? What area of science do they imagine this scientist working in?)
	2. ![C:\Users\Jenn\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\8VMBPWYS\MC900431560[1].png]()Find the information of the scientist in the profile booklet.
	3. Have students compare what they knew and predicted about the scientist to the actual information.
	4. ![C:\Users\Jenn\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\8VMBPWYS\MC900431560[1].png]()Students then write down three interesting facts about their scientist.
	5. ![C:\Users\Jenn\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\8VMBPWYS\MC900431560[1].png]()Have students present their scientists to the class.
2. ![C:\Users\Jenn\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\8VMBPWYS\MC900431560[1].png]()Scientist Pictionary
	1. Break students into teams.
	2. One student picks a card and is allowed time to read over the scientist’s profile.
	3. ![C:\Users\Jenn\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\8VMBPWYS\MC900431560[1].png]()For some classes, it may be appropriate to provide the field of science the scientist is associated with.
	4. Student draws the scientist’s profile on the board, while adding in information gathered from the profile (Galileo’s telescope for example).
	5. All teams get to guess, regardless if the drawer is on their team.
	6. The winning team can identify the scientist and share an interesting fact about him/her.
3. ![C:\Users\Jenn\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\8VMBPWYS\MC900431560[1].png]()Guess Who Scientist Edition
	1. ![C:\Users\Jenn\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\8VMBPWYS\MC900431560[1].png]()Similar rules to the game; however, students are to indicate the subject area of their scientist to the other team (reduces the amount of information to work with).
4. Guess Who
	1. ![C:\Users\Jenn\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\8VMBPWYS\MC900431560[1].png]()![C:\Users\Jenn\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\8VMBPWYS\MC900431560[1].png]()![C:\Users\Jenn\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\8VMBPWYS\MC900431560[1].png]()![C:\Users\Jenn\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\8VMBPWYS\MC900431560[1].png]()Students can determine the opposing team’s scientist based on the appearance of the scientist; this may be challenging for pictures as some are dark/drawn.

By Jennifer Van Eindhoven