

## Best Guess

A game that encourages players to use estimation and probability to one up the other player!

Goal: Use your Best Guess to answer the most questions about the other player correctly, using the terms “often,” “sometimes,” and “never.”

Materials: 50 questionnaire questions; six sets of answer cards (often, sometimes, never) for players to hold in their hands; scoring chips [three different colours for 1 (white), 2 (red) or 3 (blue) points].

To play:

Best Guess is made up of a series of “questionnaire” statements that one player poses to another. The questioning player first reads the questionnaire and selects the answer he/she believes the other player will choose. The game is then scored based on what the questioner selected versus what the answerer chose.

Points are scored based on how close the two players’ answers match. For answers where both players choose the same response, the questioner receives 3 points and the answerer receives 2 points. For answers where the questioner is off by two guesses (ie., selected “often” when the answer is “never, or “never” when the answer is “often,” the questioner gets no points, but the answerer receives 2 points. For answers where the questioner is off by one guess, both players receive one point. The player with the most points at the end of three rounds of play (each player asking and answering a question three times) is the winner.

Questioner’s Response	Answerer’s Response	Questioner Scores	Answerer Scores
Sometimes	Sometimes	3	2
Often	Often	3	2
Never	Never	3	2
Often	Never	0	2
Never	Often	0	2
Often	Sometimes	1	1
Sometimes	Often	1	1
Never	Sometimes	1	1
Sometimes	Never	1	1

Questions should be devised based on daily activities, learning routines, or other information that both players would likely know. It is important to encourage players to be fair (and tell the truth in their responses) so that the game is played in good faith!

1. Shuffle the questionnaire cards and place them face down in front of all players.
2. The answerer (the person who will be the subject of the question) selects the card and reads it aloud. All players decide on their response (how they believe the answerer will reply) and put that card on the top of the other answer cards in their hands. At the same time, the answerer selects his/her answer from his answer cards and places it at the top of the pile in his hand.
3. Everyone shows their responses. Responses cannot be changed. Players all collect their score pieces and play continues.
4. The game is over after every play has had three chances to answer a question. Chips are then tallied with the high scorer winning the game.

*Note that the answerer always earns fewer points than the questioner for a correct response. This is so that play remains fair as all players take their individual turns.*