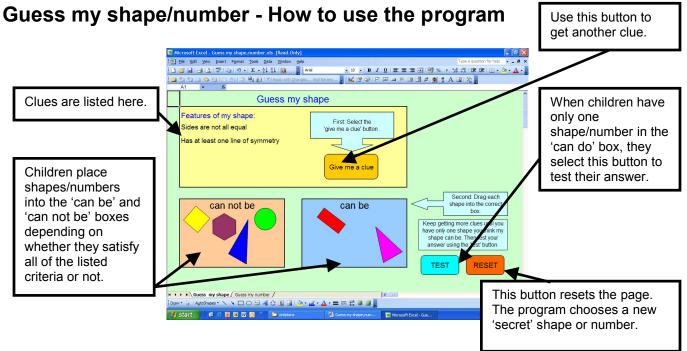# Guess my shape/number

Guess my shape/number - Overview

This program provides electronic versions of the popular classroom games 'Guess my shape' and 'Guess my number'. Children ask for clues to help them to work out which of the given shapes/numbers the program has secretly selected. They place the shapes/numbers in the 'can be' and 'can not be' boxes according to whether they satisfy all of the listed criteria or not. With every additional clue, the shapes/numbers should be re-arranged. When children have only one shape/number in the 'can do' box, they can check their answer.

Guess my shape/number - How to use the program

Use this button to get another clue.

Clues are listed here.

When children have only one shape/number in the 'can do' box, they select this button to test their answer.

Children place shapes/numbers into the 'can be' and 'can not be' boxes depending on whether they satisfy all of the listed criteria or not.

This button resets the page. The program chooses a new 'secret' shape or number.

NB: Take care not to alter the proportions of the shapes.

Guess my shape/number - Key questions and prompts

- For this shape/number, is the statement true or false? (Teachers may wish to provide children with matching paper shapes so that they can test their ideas)
- Which shapes/numbers do/don't match this statement?
- Why did you place this shape/number here?
- (Once you have two shapes/numbers in the 'can be' box) What clues could the computer give that would match only one of these shapes/numbers?
- How is this shape/number the same as that one? How is it different?
- Was this clue useful? Why/why not?
- State some properties of this shape/number.
- If the program chose the circle/number 15, is there a clue it could give that would allow you to guess it straight away? What about other shapes/numbers?