



Activity N°3 : Guess who?

Awareness-raising
France

Key words: *Celebrities / Sport / Language*



Target groups:

- Journalism students
- Professional journalists
- Other media professionals
- Media literacy trainers

Duration: 30 to 45 minutes

Context : This guessing game activity could be used as a fun introduction to a session on the issue of diversity and sport. How can you find 10 key words to describe a famous sportsperson? Who is it? The game gives an insight into participants' knowledge of the world of sport and its celebrities, as well as the related vocabulary.

Objectives:

- **To become aware of the importance of words**
- **To raise awareness of the choice dimension**
- **To discuss the markers used to designate people and the effects these have**

Equipment: Pens and paper

Media resources: The activity is based on people's individual and collective ability to remember things about the media and sport. There are therefore no specific media resources.

Observations: It is preferable for the trainer to avoid giving an example at the beginning of the activity so as to allow participants to draw on the fields of vocabulary that they consider appropriate. Instructors may if they wish prescribe categories of forbidden words (proper nouns, words in foreign languages, etc).

Organisation:

Class configuration	Time in minutes	Sequence of activities
GR	5'	Introduce and explain the activity.
IND	3'	Each participant chooses sports personality and rapidly draws up list of 10 key words to describe him/her.
GR	15'	Each in turn asks the others to guess who the chosen sports personality is, with the key words given one by one as clues.
GR	15'	Debrief on the types of words chosen and the effects of the markers used.

Variant: To make the game more entertaining, scores could be kept: the fewer the number of key words used before a personality's identity is guessed, the more points are awarded (for both the person who wrote them and the one who guessed). This makes clear the ranking and relevance of the key words.

Suggested follow-up activities:

- **Language and words** Unit: Activity n° 6. Show me your ID please!
- **Sport** Unit: Activity n° 1. It's your turn!
- **Using games and humour** Unit: Activity n° 1. It's your turn!