

20 Questions: Directions

- **Groups of at least four people:**

Choose a local landmark or building (e.g. the bank, rail station, etc.)

Version 1: Don't tell the others what landmark you have chosen.

Just answer *Yes* or *No* to the others' questions.

Version 2: Tell the others how to get to the landmark you have chosen: *It's down the street, between the bank and the shoe store.*

Here are some landmarks you can use:

Airport	Bus Station	Gas Station	Movie Theater	River
Bank	City Hall	Gym	Museum	School
Beauty Shop	Coffee Shop	Library	Rail Station	Shopping Center
Bridge	Drug Store	Mountain	Restaurant	Swimming Pool

- Ask directions-questions: *Is it near City Hall?*
Try to guess the local landmark.
If you have a map, ask questions using the map for help.

Here are some sample questions:

Is it a new/modern place?	Have you been there recently?
Is it an old/ancient place?	Is it a building?
Is it near the?	Is it near/far?
Is it next to the?	Is it big/small?
Is it across from the?	Is it on street?
Is it opposite the?	Is it on avenue?

Map questions:

To get there from this building, do you go straight ahead?
Do you take the first left?
Do you take the second right?
Do you turn right at ?
Do you turn left at ... ?

Landmark Board Game (next page)

This game is on the next two pages.

Its purpose is to help you talk about tourist attractions in your region.

Instructions:

Player 1: Put your marker on *Begin Here*. Roll the dice. Move your marker.

- If you land on a *Name 3 ...* square, then you have to name those three things (e.g. three rivers, three pop songs, three folk tales).
- If someone has already named three of these things, you must name **three new ones**.
- If you land on a *Pick up a card* square, pick up a card.



- Read the question on the card to everyone.
- Answer the question.
- If the answer is correct, you can stay on that square.
- If you cannot answer the question, then you must return to the place you were before.