

# Teaching Kids to Seek Information

Guess what I'm thinking of....

1st Guess	2nd Guess	3rd Guess
 <p>keep guessing</p>	 <p>keep guessing</p>	 <p>keep guessing</p>
 <p>YOU GOT IT!</p>	 <p>YOU GOT IT!</p>	 <p>YOU GOT IT!</p>

## GAME RULES:

**Give a clue** - if your child doesn't guess correctly they get to ASK for another clue.

Give them a token or a reinforcement (e.g., a piece of candy, every time your child requests a clue.)

When they guess correctly, give your child a BIGGER reinforcement (e.g., a bigger piece of candy or their favorite toy or activity)

## EXAMPLE:

You: "flies in the sky"

Child: incorrect guess

You: give small candy and say "has 2 wings"

Child: incorrect guess

You: give small candy and say "is an animal"

Child: CORRECT guess!  
gets larger piece of candy.

