

## Activity 3: The "Mystery Hobby" Guessing Game (Intermediate)

### How it works:

1. One student secretly chooses a free-time activity (e.g., *scuba diving*, *playing chess*, *photography*). Each student writes information about the hobby they chose.
  - *What* kind of equipment do you need for this?
  - *Where* do people usually do this activity?
  - *How much* money does it cost to do this?
  - *Who* do you do this with?
2. The other students of the class must guess the hobby, but they **cannot** ask Yes/No questions (like "*Do you do it inside?*").
3. They are *only* allowed to ask Wh- questions.