



A 'What's My Line?' event involves volunteers standing or sitting in front of a primary student audience each holding a number. The intention of the game is for the audience to guess each volunteer's job. The activity length is open for you to decide, but works best at around 20 minutes, with 10 minutes for question time and 10 minutes for guessing volunteer jobs and sharing. After a time of questions, volunteers leave to put on their 'work uniform' or grab a prop that helps illustrate their job, helping the students guess their jobs.

Preparation in advance

- Using Inspiring the Future, choose volunteers local to your school. Select 4-6 volunteers with very different jobs and careers. Try and get some surprises in the mix, for example, young female engineers, male nurses, etc.
- Invite them to your event giving time, date and venue. Volunteers tend to need 4 to 6 weeks' notice. Make sure to ask volunteers to prepare a quick description of their job and the impact literacy and numeracy at primary school had. Also ask them to bring their work uniform to change in to half way through, or a prop that helps illustrate what job they do.
- Set aside an hour for this activity which can be done in a school hall or other large room.
- Make large cards with numbers 1 - 6 in advance. The volunteers will enter the hall holding these numbers and prop them up in front of their seats during the session.

Running the Event

- 1.) 4 - 6 volunteers enter the room holding their number prominently. The volunteers are seated in a row at the front of the room.
- 2.) Volunteers are welcomed and introduced only by their number.
- 3.) The leader of the session then outlines the game;
 - a. The aim is to guess each volunteer's career
 - b. Volunteers can only answer yes or no to audience questions
 - c. Students ask questions such as; 'Do you work with people? Do you wear a uniform? Does your job involve saving people?
 - d. Students cannot ask 'Are you a doctor?' or similar
- 4.) Students then take turns asking questions (it is good to have some prepared questions and have practiced how the event will work with your students). Questions can either be directed at volunteers in succession of sitting order, or randomly, where each student identifies which number they're asking.

- 5.) After about 10 minutes of questions, thank the students and lead the volunteers off to change into their uniform or grab their prop. During this time, take student guesses for each volunteer and record them to share afterwards.
- 6.) The volunteers are then reintroduced one by one, the presenter telling them what the children thought they did! Volunteers need to ensure that when they return they identify their job, talk briefly about it and the impact that literacy and numeracy at primary school had on their career and how important they are now. Encourage your volunteers to prepare a practical example.
- 7.) Don't forget to thank volunteers after the event and assist them in leaving the school.

What about bringing in an element of competition for students?

As an alternative to students making a number of guesses, students could be sorted into small groups prior to the event and determine their own team name. Groups could then brainstorm different ideas for what jobs the volunteers do and each group prepares a guess for each 'number'.

Before the volunteers return to the hall, collect the sheets and mark them. Then return to point 6 above. Are there going to be prizes awarded for the team with the most points?

[See Primary Futures What's My Line? In action in this short UK video](#)