

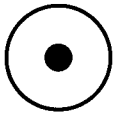


hair  
no hair

blond hair  
hair not blond

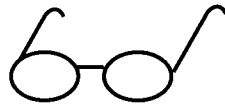


curly hair  
hair not curly

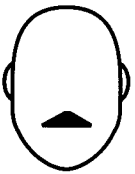


round eyes  
eyes not round

blue eyes  
eyes not blue



eyeglasses  
no eyeglasses



moustache  
no moustache

blond  
not blond



thick moustache  
moustache not thick



closed mouth  
mouth not closed



smile  
no smile

# The Portrait Game

## Educational objectives

- Recognising and naming different parts of the face.
- Recognising coding.
- Using a code and thinking logically.
- Understanding the negation of an instruction.
- Imagining and creating.

## Recommended ages & number of players

- From the age of 5.
- From 1 to 6 children.

## Playing materials

- **16 laminated rigid cardboard Identikit cards** (10.5 × 7.5 cm.) with original illustrations. On the back of these cards are 4 clue strips that define the hair, eyes, nose and mouth.
- **64 laminated rigid cardboard strips** (15 × 4.5 cm.), 16 for each of the 4 parts of the face.
- **1 teacher's leaflet.**

## How to use the materials

### Warm-up activities

- Looking at each other in a mirror.
- Describing hair, eyes, noses, mouths.
- Drawing portraits: their own, children in the class, the teacher.
- Creating imaginary portraits by cutting photos out of magazines: 1 hair strip, eyes, nose, mouth.

### Rules of play

- Observe and describe the 16 Identikit pictures.
- Sort and classify the 64 strips by type.
- Reconstitute each portrait one-to-one.
- Invent new portraits: all the strips are designed to fit together.
- Turn the Identikit pictures over, decipher and memorise the code on the back.

### Independently

- Take one or more portraits without looking at them.
- Decode the instructions on the back and use the strips to reconstitute the portrait(s).
- Turn the Identikit pictures over to validate the choice.