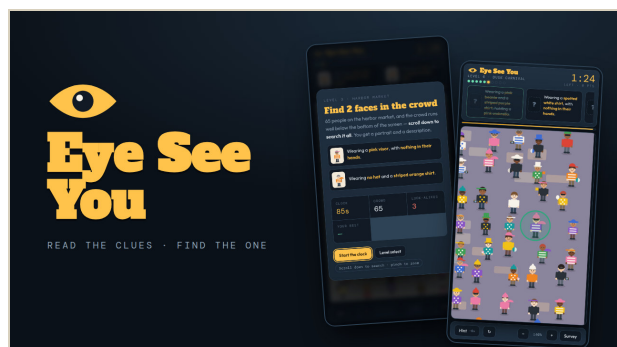


Eye See You

A free browser game where every clue is a description — and a ready-to-teach unit on describing people for English learners, newcomers and any classroom working on adjectives.



Grades K–5

CEFR A1–A2

WIDA 1–3

Free · in the browser

No accounts

Levels are our own estimate, made against the descriptors. No outside body has assessed this material.

WHAT THE GAME IS

A crowd of people, and a short written description of one of them: *wearing a red cap and a striped blue shirt, holding a yellow balloon*. Find that person before the clock runs out. Ten levels. Crowds grow, clocks tighten, and from level 5 the picture of the person is taken away — only the words are left.

WHY IT WORKS FOR ENGLISH LEARNERS

You cannot win without reading. The description is the whole game. A learner who skims loses to the look-alikes — people planted in the crowd who match every detail but one.

One sentence pattern, over and over. *Wearing a ____, holding a ____*. Level after level the same structure comes back, with the adjectives changing and the grammar staying still. That is exactly the repetition a beginner needs.

It describes clothes, never bodies. Every person in the crowd looks different, but no clue ever mentions skin, hair or a face — only what people wear and carry. It is a good rule for the room as well, and this pack keeps to it.

The picture goes away at the right moment. Levels 1–4 give a portrait beside the words, so a newcomer can match picture to language. From level 5 the words have to carry the meaning on their own.

It says the sentence back. After each level the game turns every clue into a full sentence to read aloud: *"I found the person wearing..."*

WHAT'S IN THIS PACK

Picture vocabulary bank · a whole-class play routine · language focus on adjective order, *a / an*, and *wearing / holding* · a pair-speaking game · differentiated frames for three proficiency bands · one photocopiable student page · answer key.

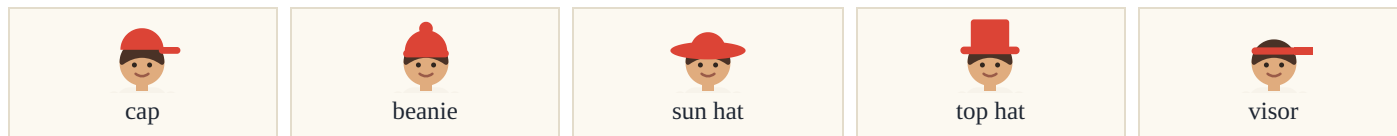
PERMISSION TO COPY

This companion is free. Print it, photocopy it and share it with colleagues at your school. The game is free too, at umedia.fun/games/eye-see-you — nothing to install, no sign-up.

Before playing — the words in the clues

Every clue in the game is built from the same small set of words. Teach them first and the game becomes reading practice instead of guessing. The pictures below are drawn from the game itself, so learners will recognize them on screen.

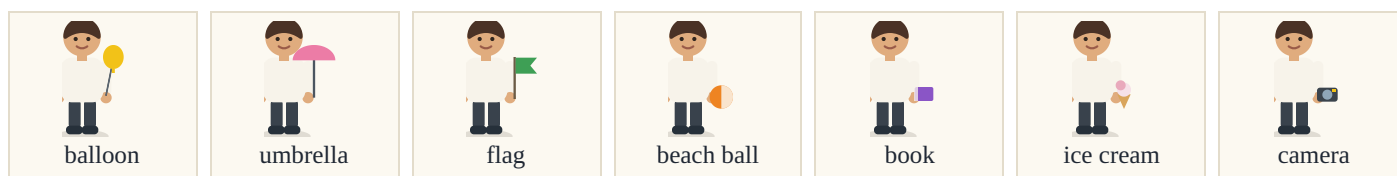
HATS — FIVE KINDS



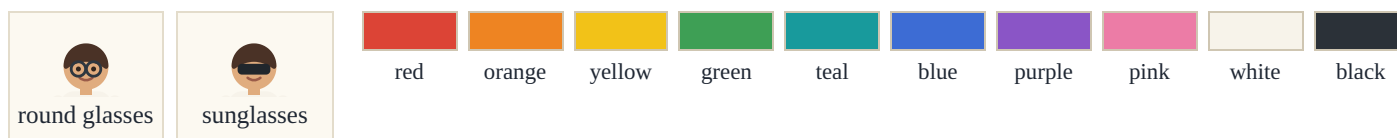
SHIRTS — THREE PATTERNS



THINGS PEOPLE HOLD — SEVEN



GLASSES — TWO KINDS · AND TEN COLORS



FIVE-MINUTE WARM-UP · WORKS AT ANY LEVEL

Stand in front of the class and say one thing about yourself: *"I am wearing a blue shirt."* Then point to a student and say what *they* are wearing. Newcomers can take part without speaking — say a color and a clothing word, and every student wearing it stands up. **Clothes and things only:** do not describe anyone's hair, skin or face. Say so out loud once; learners follow a rule they have been told.

SET THE PURPOSE

Tell the class, in one sentence, what the game asks: *"The words tell you who to find. Read every word — some people are almost the same."* Then show one look-alike on the board: a red cap and a striped blue shirt, and a red cap and a **plain** blue shirt. One word is the difference. That is the lesson in miniature.

FRAMES TO PUT ON THE WALL

He / She / They is / are wearing... a red cap · a striped blue shirt · sunglasses

He / She / They is / are holding... a yellow balloon · an orange book · a camera

The person with... no hat · nothing in their hands · round glasses

Play it together — on the board

One device, one projector, the whole class. Open umedia.fun/games/eye-see-you and play levels 1 to 4. These levels show a small picture of the person beside the clue, which is what a newcomer needs the first time.

THE ROUTINE FOR EVERY LEVEL

STEP	WHAT HAPPENS	WHY
1 • Read	Before pressing <i>Start the clock</i> , one student reads the clue aloud. The class repeats it.	The clock does not run on the briefing screen — there is no hurry here.
2 • Predict	Ask: " <i>What color is the hat? Is the shirt striped, spotted or plain?</i> "	Pulls each adjective out of the sentence on its own.
3 • Hunt	Start the clock. Students call out directions — <i>top, bottom, left, right, next to the...</i> — and the person at the board clicks.	Position words arrive for free.
4 • Check	A wrong pick costs three seconds. When it happens, ask " <i>Which word was different?</i> "	The look-alikes turn a mistake into a grammar point.
5 • Say it	After the level, the game shows " <i>I found the person wearing...</i> ". The class reads it together.	Receptive to productive, in one line.

LANGUAGE FOCUS

1 • **Adjective order.** The game always says it the natural English way: **pattern, then color, then the thing.**

a striped blue shirt — not ~~a blue striped shirt~~

Learners whose first language puts adjectives after the noun will say "*a shirt blue*". Do not correct it in the moment; point at the clue on the screen instead. The screen is doing the modeling.

2 • **A or an.** The game says *an orange cap* and *a yellow cap*. The hat is the same word — the color at the front decides. Ask learners to find an *an* on screen and tell you why.

3 • **Wearing or holding.** Wearing is for clothes and glasses; holding is for things in your hands. Sort the vocabulary bank into two columns on the board.

4 • **No and nothing.** *No hat. Nothing in their hands.* Harder than it looks — the thing to find is something that is not there.

WHEN THE PICTURE DISAPPEARS — LEVEL 5

From level 5 the clue has no portrait. Stop there with beginners and come back another day. For a stronger group, this is the real reading test: the class has to hold four or five describing words in their heads while they search a crowd of more than a hundred people.

Speaking — flip the game around

So far the game has done the describing. Now the learners do it.

"WHO AM I THINKING OF?" — PAIRS, ONE SCREEN

- Start any level and press **Survey** to show the whole crowd at once. Ignore the clock — nobody is trying to win this round. When it runs out, press *Try again* for a brand-new crowd and keep going.
- Partner A chooses one person **silently** and describes them: *"This person is wearing a green beanie and a spotted shirt. They are holding a camera."*
- Partner B points. If two people match, B asks a question: *"Is the shirt yellow?"* A has to add one more word.
- Swap. The best describers learn fast that one extra word — *striped, spotted, round* — is what separates one person from a look-alike.

FRAMES BY PROFICIENCY

BAND	WHAT THE STUDENT DOES	FRAME YOU GIVE THEM
Entering / Emerging WIDA 1–2 · CEFR pre-A1–A1	Points to the person the partner describes. Says one color and one clothing word.	<i>Red ... cap. · A _____ hat.</i>
Developing WIDA 3 · CEFR A1–A2	Describes with one full sentence, using the wall frames.	<i>He is wearing a _____ . She is holding a _____ .</i>
Expanding WIDA 4 · CEFR A2+	Describes with two features and asks a yes/no question to rule out a look-alike.	<i>They are wearing _____ and _____ . Is the _____ ?</i>

THE IDEA UNDERNEATH — EVERYONE IS FINDABLE

Nobody in the crowd can be found by a description that fits everyone. You find a person by what is **theirs**: their hat, their shirt, the balloon in their hand. Ask the class: *"What would someone say to find you in a crowd?"* Each student writes one sentence about their own clothes or something they carry. Read a few aloud and let the class guess who. It is the describing lesson and a quiet one about how every person in a room is different — without anyone having to talk about how they look.

NEWCOMERS AND SILENT-PERIOD STUDENTS

Every activity on these pages can be answered by pointing. A student who points to the right person in the crowd has understood the whole sentence — that is comprehension, and you can record it as such. Speaking comes when it comes.

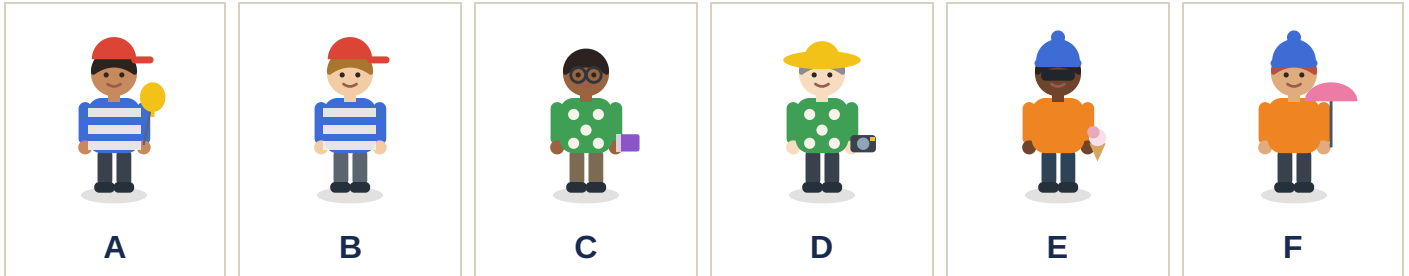
WHAT YOU CAN ASSESS FROM THIS

Comprehension of a multi-adjective description · correct adjective order in speech and writing · *a / an* before a color · *wearing vs holding* · negative description (*no hat*). Enough for a graded describing task without writing a separate rubric.

Who is it?

Name: _____ Date: _____

1 • LOOK AT THE CROWD



2 • READ. WRITE THE LETTER.

The person is wearing a **red cap** and a **striped blue shirt**, holding a **yellow balloon**.

The person is wearing a **blue beanie** and a **plain orange shirt**, holding a **pink umbrella**.

The person is wearing **no hat** and **round glasses**, holding a **purple book**.

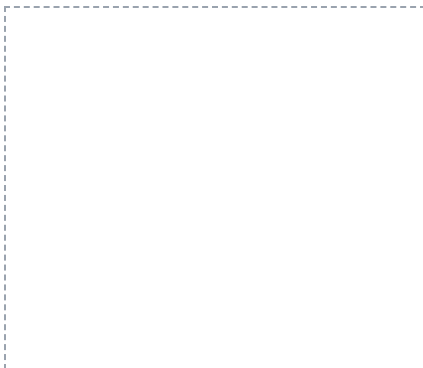
The person is wearing a **yellow sun hat**, holding a **camera**.

3 • FINISH THE SENTENCES

Person **B** is wearing a _____ and a _____ shirt.

Person **E** is holding _____. (a or an?)

4 • FIND YOU! DRAW YOURSELF. WRITE SO A FRIEND CAN FIND YOU.



I am wearing _____

_____ .

I am holding _____ .

Words to use: cap · beanie · sun hat · top hat · visor · plain · striped · spotted · glasses · a / an

Answer key, extensions, and practical notes

STUDENT PAGE — ANSWERS

QUESTION	ANSWER
2 · red cap, striped blue shirt, yellow balloon	A — not B. B has the same cap and shirt, but nothing in their hands.
2 · blue beanie, plain orange shirt, pink umbrella	F — not E. E has the same beanie and shirt, but is holding an ice cream.
2 · no hat, round glasses, purple book	C
2 · yellow sun hat, camera	D
3 · Person B	B is wearing a red cap and a striped blue shirt.
3 · Person E	E is holding an ice cream . (E is also wearing sunglasses — accept it as a bonus.)

B and E are the look-alikes. They are there on purpose, exactly as they are in the game: a student who reads only the first half of the sentence will choose them.

EXTENSIONS

- **Write the clue.** Students draw a person on a sticky note — hat, shirt, one thing held — and write the clue underneath. Collect them into a paper crowd on the wall and play the game there.
- **Past tense.** After a level: *"I found the person who **was** wearing..."* Same sentence, one tense back.
- **Home connection.** The game is free and runs in any browser. Families can play at home in any language — ask children to read the clue to a grown-up in English, then say it in their home language.

PRACTICAL NOTES

- The game runs at **umedia.fun/games/eye-see-you**. No download, no account, and nothing is collected. It works on a Chromebook, laptop, tablet or phone.
- Progress is saved in the browser of the device you play on, so a shared classroom computer remembers which levels are unlocked.
- It is laid out for a tall screen. On a projector, the fullscreen button on the game page gives it the most room.
- Scroll down to search the whole crowd — the crowd runs below the bottom of the screen from level 2. Use the + and – buttons to zoom, and **Survey** to see everyone at once.
- Every board is new each time: the crowd, the clue and the look-alikes are shuffled, so a class can replay a level without memorizing the answer.

WHERE THIS LIVES

Eye See You is a free browser game from Unforgettable Media, an independent children's publisher in South Carolina. More free lesson companions, reading levels for our picture books and classroom licenses are at **umedia.fun/educators**.