## What it has got?

In the game, one child is selected as "it" and s/he goes out of the room or class. Other children choose an object from the room silently. Then the it comes to the class and asks "what has it got?". Others answer one by one saying one of characteristics of the object. The it can ask the question, "what has it got" until the determined time finishes or he can guess what the object is. When the time finishes and the it can not know the name of the object, s/he loses the game and gets a punishment.