

Heads Up:

A “Who’s Who” in the history of the physical sciences!

Ages: 10+

Players: 2+

Object: Collect as many cards as possible by guessing who is on the card using only audience clues.

Gameplay: Shuffle the cards and place them in a pile with the face side down. Each player will have two minutes to guess as many cards as possible. Set a timer for two minutes. One player will draw a card and hold it up to their forehead without looking at it. The other players will yell out clues for the first player. The first player will try to guess who is on their card until they either guess the correct answer or they decide to pass. If the player guesses correctly they may keep the card. If they pass, the first card is discarded and they may draw another card and attempt to guess for that one. The player continues to draw cards and guess until the two minutes is complete. Then the next player in the group will attempt to guess for two minutes. Repeat until every player has had a chance to be the guesser. After everyone has had their turn, each player counts their cards and the player with the most cards wins.

Variations: These cards can also be used as prompts for Pictionary or for student research projects.

Notes: This game was developed and adapted by the American Institute of Physics' Center for History of Physics. The entire set of game cards is available for free download in PDF form on the AIP History Programs website. The cards were designed using a template on the online Avery Design and Print software for Avery index card style 5388. The cards are available on the History website in this template for easy editing, creation, and printing.

Many of the history of science events included in this game are connected to other resources published by AIP History, including oral histories, web exhibits, or the Teaching Guides on the History of the Physical Sciences. Please visit <https://www.aip.org/history-programs> to access these resources.