

Quick Draw

Introduction: There are more ways to communicate than just talking and writing. This activity will explore one of those ways...pictures. It will give the students a chance to get their message across in a fun yet challenging manner that requires them to go outside their normal means of communicating. It also can be used to discuss values. The whole issue of cheating and winning without effort can be brought out into the open with this activity.



Materials: For every 4-5 people, have a felt tip marker and 8 ½ X 11 pieces of blank paper. You will a new piece of paper for every two rounds that you play and a list of words for the class to draw.

Time Frame: 15-20 minutes plus discussion time

Directions:

1. Divide your class up into groups of four or five. Each group will need a felt tip marker and a piece of blank paper.
2. Spread the group out around the room. They can work right on the floor, but tables would work too. Situate yourself in the middle of the room.
3. You call the first drawer up from each group and whisper the word for them to draw to all of them at one time.
4. When you say start, they rush back to their respective groups and start drawing. Remind them that they can't use any letters or numbers in their drawing.
5. When someone in their group guesses the correct word, another member of the group rushes up to the leader and whispers their guess in the leader's ear. If they are right, the leader whispers the next word to them and off they go to draw.
6. This continues until all the groups have finished the entire list of words. The first team done with the entire list of six /seven words is the winner of that round.
7. Do not stop the round until all the groups have finished. You want everyone to experience the drawing part of the activity. You really do not care who finishes first, second and third.

A few helpful hints:

- Make sure the groups set up a rotation for drawers. Everyone on the team needs to take their turn drawing.
- Tell them they only get one piece of paper for every two complete rounds of words, so use it carefully; that is part of the challenge. Warn them that they will play more than one round so they don't use up all of their paper in the first round.
- Stop the play each round so teams may catch up and get even with everyone. Time will dictate how many rounds you play.

- Really emphasize no cheating. Since so much of the game is played in their individual groups it would be really easy to just go back to your circle and say the word quietly or mouth it to the other members.
- Sample words you can use: rocket, submarine, snowman, snowflake, garden, comb, coffee pot, sword eraser, belt, windmill, microwave, etc.

Debrief:

- How did your group do in this activity?
- What was the hardest part of the activity?
- What problems did limited drawing space create for your group?
- How did you feel when you were the person doing the drawing?
- How did you feel when you were the person doing the guessing?
- What can this activity teach us about communicating?
- What is so hard about communicating through drawing?
- What are some other ways we communicate other than talking, writing, and drawing?
- Did your group want to cheat?
- What made your group not cheat?
- How would you feel about winning if you knew you had cheated?
- How would you feel if you were beaten by a team you heard cheating?
- If there was a big prize for the winner, would that make a difference to you regarding your decision not to cheat?
- What are some of the situations you can think of where cheating would have been very helpful to you? Did you cheat or not? Why?
- How do you feel towards other people who cheating?
- What can this activity teach us about cheating?