

LET'S PLAY Pictionary!

Things To Do

- ⇒ Decide on a time and a location for the event
- ⇒ Post a promotional flyer with the date, time and location
- ⇒ Post an interest sheet or a sign up sheet
- ⇒ Have a stop watch or a clock or watch with a second hand
- ⇒ Have one person be the M.C.
- ⇒ Divide players equally into 2 to 4 teams
- ⇒ Place a dry erase board, chalk board or flip chart at the front of the room, or at a central location so that everyone can see it
- ⇒ Each team selects a picturist, one who will sketch clues for the first word
- ⇒ Turns always rotates to the next team, regardless of which team earned points
- ⇒ The M.C. selects a word from one of the 5 categories, and shows it only to the starting picturist - inform teams of category only
- ⇒ The picturist has one minute to sketch clues for their team
- ⇒ The picturist may not use verbal or physical communication to teammates during the round
- ⇒ Sketches may not include letters, numbers or the # symbol
- ⇒ Sketching and guessing continues until the word is identified or time is up
- ⇒ If a guess is correct, the team gets one point
- ⇒ The picturist position rotates every time a team must sketch
- ⇒ If a guess is incorrect or not identified in the time limit, the opposing team has a chance to guess. If they are correct they earn one point. If they are incorrect, no points are earned and it's the opposing teams turn to sketch and guess
- ⇒ Bonus words are worth two points - there is one bonus word in each category
- ⇒ The team with the highest score wins

Helpful Hints

- ⇒ How precise an answer must be is up to the teams playing and should be decided at the start of the game
- ⇒ Have prizes for the winning team
- ⇒ Have incentives for participating