

Directions for Holiday Pictionary Game

Game Time: approx 15-20 minutes

Materials: 2 sets of game cards containing holiday words, white board and a flip chart on easel, 2 markers, 2 timers

SET-UP

- Divide the class into two groups of teams 1 and 2. Within each group, divide the students into two sub-teams (they usually like to do boy vs. girl sub-teams). Teams 1 and 2 will play simultaneously. Each team should have an adult moderator.
- Have one group use the white board in the classroom as a drawing board and have the other team use an easel with a flip chart or another white board. The teams should be spaced far enough apart so that they cannot hear each other since the same set of word cards will be used for both Teams 1 and 2. As an alternate, have one team use the white board or easel in the pod.
- Each group will be given a set of cards (about 23-25) with holiday words. Since the words are the same on each set of cards, use the cards for Team 2 in reverse order so that both teams aren't playing the same word at the same time.
- Each team should be given a timer or watch to track the time that each sub-team is allowed to draw the clue.

PLAYING THE GAME

- Once the sub-teams for each group are established, flip a coin to see which team will go first.
- The first player from the sub-team for each group will go to the board or easel and draw the first clue.
- Each player gets from 30 seconds to 1 minute to draw the clue for their teammates. The amount of time given for answering the questions should be determined ahead of time by the parents/teachers depending on how much time is dedicated to playing the game.
- The teammates may yell out the answers until they get the correct answer within the allotted time.
- Once the correct answer is given, the next person from that sub-team gets to draw the next clue and the play continues until that sub-team doesn't get the answer in the allotted time. Then the cards are handed over to the opposite sub-team for their turn.

SCORING POINTS

For each correct answer, have a scorekeeper give each sub-team one point. The sub-team with the highest number of points after all the cards are used or time runs out wins the game.

RULES

- Only members of the sub-team of the person who is drawing should call out the answers.
- Players should not write out words but can write numbers.
- For “sounds like” clues, players should draw a little ear and then draw the similar word.
- Players should not act out the clues with body language or gestures.
- Each person should take a turn to draw and one person should not be designated as the only artist for the team.