Draw It & Act It

The vibe: three creative, laugh-out-loud drawing and acting games, fully indoor, near-zero materials (paper + pencils). Create, share, laugh. Character trait today: **Self-Awareness** (sharing your own ideas, being okay looking silly, noticing your creative style).

1 · Telephone Pictionary (6–21 min) — write, draw, write, reveal

Flow One paper each. Write a silly phrase at the top, pass left. Next person draws it, folds the words out of sight, passes. Next writes what they see, folds the drawing away, passes. Alternate write/draw down the paper, then unfold and read the drift start to finish.

Run it Groups of 5 to 7. Each person sees only the ONE thing above them. 25-40 sec per turn on a timer. Save all the reveals for the end, read aloud.

Diff 6-8: tighten the clock, vote the funniest chain for squad points. Simpler/mixed: more time, starter phrases on the board, groups of 4-5, celebrate every chain.

2 · Pictionary Relay (21–36 min) — team race to the board

Play 2-3 teams in lines at the board. Drawer runs up, gets a word, sketches it (no letters, numbers, talking, or gestures). Team shouts guesses; on the exact word the next teammate runs up for a new word. First team through the list wins.

Words pizza, skateboard, volcano, robot, octopus, rainbow, basketball, snowman, spider, rocket, guitar, hamburger, dragon, sandcastle, lightning, cactus, treasure chest, tornado, unicorn, waterfall.

Diff 6-8: add idioms / two-word combos, 60-sec cap per word. Simpler/mixed: single objects, one spoken hint allowed, smaller teams for more turns.

3 · One-Word Story + Expert Panel (36–50 min) — build it together

Play One-Word Story: circle adds one word each, staying grammatical, a few laps. Expert Panel: 2-3 kids are "experts" on a silly topic and answer the group's questions one word at a time, alternating, building sentences on the fly.

Run it Model it first, keep the pace snappy (3-2-1 if someone freezes), use brave volunteers for the panel, feed them easy silly questions to start.

Diff 6-8: add a twist word mid-lap, panels up to 4 kids, vote funniest expert for squad points. Simpler/mixed: allow short phrases, smaller circles, thumbs-up pass option.

4 · Finale + Wristband (50–60 min)

Crown Reveal the funniest Telephone Pictionary chain, crown the Pictionary Relay champs, and celebrate the most creative storyteller. Tally squad points if used, then one group cheer.

Award the **Self-Awareness** trait wristband to kids who shared a bold idea, laughed at their own goofy drawing, or brought a creative style all their own.

Bank If a game stalls or the room is tight: Air Pictionary (draw in the air, zero materials), Yes-And Story (accept and extend a partner's idea), Blind Drawing (describe an image, partner draws it unseen).

Today's one line (say it together before you start): "I share my ideas, I go for it, and I laugh when it comes out ridiculous."