

Team Pictionary

Teacher has a small white board, dry erase marker and Expo-style eraser. Teacher places a stack of scratch paper on the front desk of each row in the classroom.

The first student in each row sits facing the front of the room.

The other students in each row turn their desks to face the back.

Those students are to remain facing the back of the room at all times! No talking at all! Any cheating disqualifies the entire row!

The student facing the front of the room has scratch paper, folded in four, on the desk. He/she also has a pen/marker/crayon/pencil with which to draw.

1. Teacher shows each student facing the front a word/phrase written in large letters on the white board. ***Other students must not look!***
2. Student facing front draws on the scratch paper a picture that represents that word/phrase and quickly passes to the student sitting directly behind him/her. No words, letters or numbers are allowed. (The students learn quickly that they need to extend their hand over their head in order to receive the piece of paper without looking towards the front of the room.)
3. The students in the row pass the scratch paper all the way to the last student (also facing back) in the row.
4. The last student tries to figure out what the drawing represents and writes the word/phrase on the scratch paper.
5. The paper gets passed all the way to the front desk, again with students reaching over their heads to pass back. If the written word/phrase is correct, the front student gets up and gives it to the teacher. If the word/phrase is incorrect, the first student returns to the desk, crosses out the first drawing and draws a new illustration on another section of the scratch paper. Then, the paper gets passed to the back student again, who writes down another "guess".

6. The first row to get the right answer wins a point.
7. All students get up and move back one seat. The student in the back of the row now moves to the front seat and the game resumes.
Teacher writes a new word/phrase...etc...

The game continues until an appropriate ending time, no longer than 20 minutes. The row with the most points wins some kind of prize—candy, participation points, half of a free homework assignment, etc.

This is a high-energy game. The students get really excited, so the teacher needs to insist that no one speak and that no one facing the back of the room turn his/her head during the actual race. Once a row guesses the correct word/phrase, then the students can cheer and clap for their team.