TWISTED PICTIONARY

OBJECTIVE:
Be the first team to guess what your teammate is drawing using various methods, such as “Blind Folded”, “Opposite Hand”, “Using Your Foot” etc…

SUPPLIES NEEDED:
1. Drawing pads / Dry erase boards of some sort for each team
2. Some sort of drawing utensils such as Markers / pens / crayons for each team
3. One Blind Fold for each team for the Blind Fold rounds.

TEAMS:
At least 2 teams, however the more teams you have, the more supplies and adult leaders you will need. It will be harder to manage unless you have the help.

SETUP:
1. In advance, come up with about 15 to 20 Pictionary ideas for the students to draw, and use the color code below to put a color on them so students know the type of word it is.
2. Write out the types of rounds you will be using (examples listed below) and cut each one out and put them in a hat or bucket.
3. Place the drawing pad and drawing utensils in each teams specified corner.
4. When ready to start the game, separate into 2 or more teams
5. Have each team go to their specified corner / location in preparation to start the game.
6. Have them choose their first Drawer.

Adults can and should participate as well with their students if at all possible and should distribute themselves equally among the teams.

COLOR CODE:
Yellow - Person/Place/Animal
Blue - Object (Things that can be touched or seen)
Orange - Action (Things that can be performed)
Green - Difficult (Challenging words)
Red - All Play (This can be any type of word)

HOW TO PLAY:
YOU CAN…Draw anything related to the word, no matter how tenuous the link.
YOU CAN…Break words down into a number of syllables. Draw ‘dock’ for ‘doc’, or ‘flu’ for ‘flue’, etc.
YOU CAN’T…Use ‘ears’ for ‘sounds like’ or dashes to show the number of letters in the word.
YOU CAN’T…Use letters or numbers.
YOU CAN’T…Speak to your teammates.
YOU CAN’T…Use sign language.

1. To start the game, a DRAWER from each team will be sent to the middle.

2. The Game Leader will randomly pick a round out of a hat or bucket and lets everyone know the type of round it is i.e. “Blind Fold” round.
3. The Game Leader will then secretly tell the DRAWERS the word they must draw.
4. On GO, the DRAWERS will run back to their team to start drawing. (If it is a blind fold round, they must have a leader place the blind fold on them prior to them attempting to Draw.)
5. First team to guess correctly first, wins the round!

RECOMMENDED: Have a leader come up with each Drawer for every round so they know the word as well. This will help prevent cheating.

TYPES OF ROUNDS:

NO SPECIAL CHALLENGE

Symbol of a pencil on its own. This means no special challenges are required and traditional Pictionary is played.

OFF HAND

Drawers must use their ‘off hand’ to draw the picture. If a player is right-handed, they draw with their left.

BLIND FOLDED

The Drawer must draw with their eyes closed. If the Drawer is caught peeking, their team loses the round.

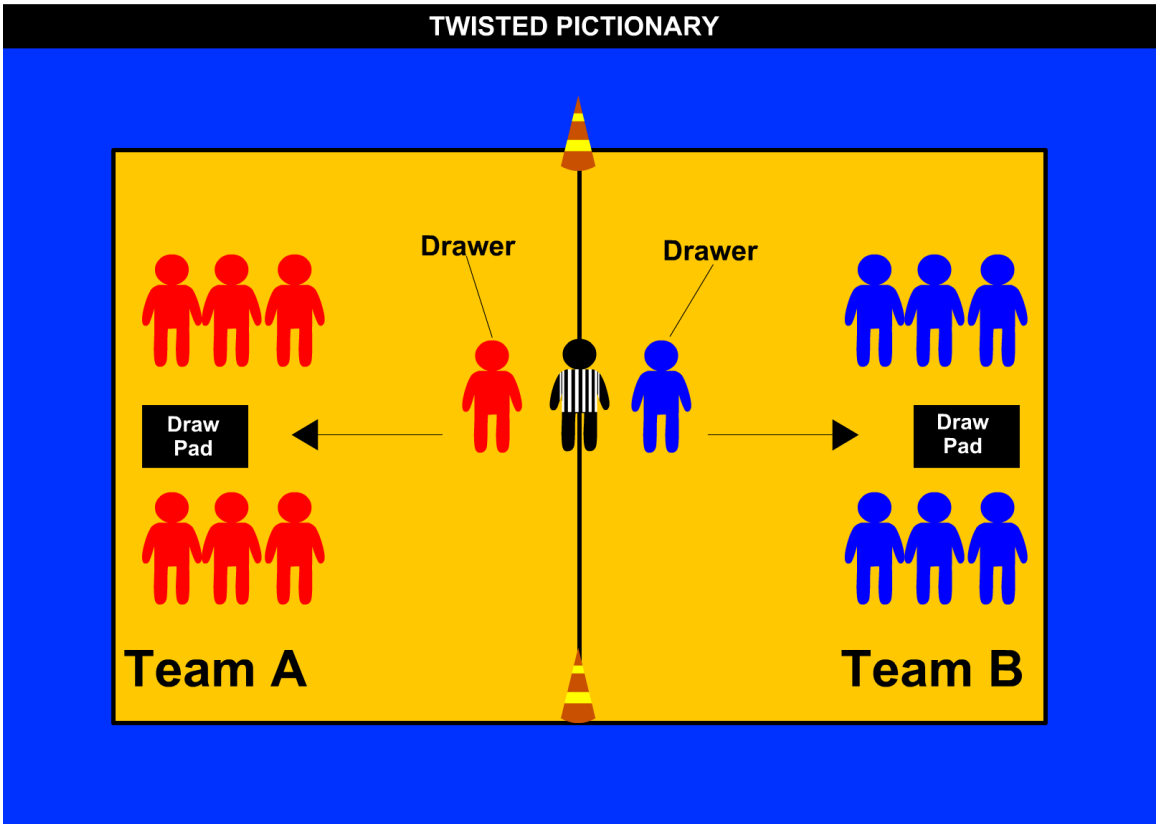
ONE LINE

The Drawer can only use one line when drawing a picture. Once the pencil hits the paper, it cannot be lifted for any reason. If it does the team loses the round.

Before the game starts, decide how precise an answer must be. And make sure it is agreed upon by all the teams

*****TEAM WITH THE MOST WORDS GUESSED WINS*****

****SEE BELOW FOR THE GAME LAYOUT GRAPHIC****


TWISTED PICTIONARY
Drawer
Drawer
Draw Pad
Draw Pad
Team A
Team B