

# 1-2-3 Draw!

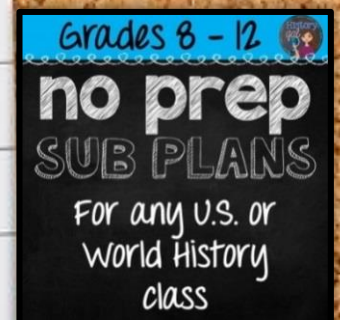
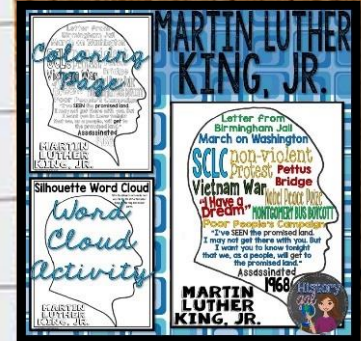
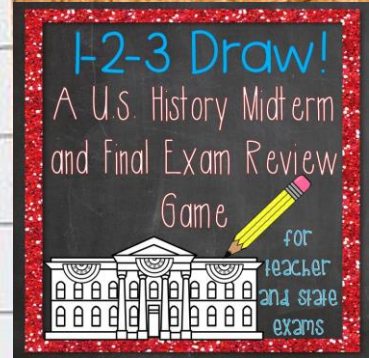
## Getting Started:

1. Cut the desired terms and place them into a hat, cup, etc. for students to pick at random. There are blanks for you to add additional terms.
2. Establish an area for students to draw where the entire class can see it (chalkboard, dry erase board, overhead, easel, etc.).
3. You will also need a minute timer (the sand hourglass type or use a digital watch, stop watch, or iPhone app).
4. Divide the class into two teams.
5. You may decide to appoint a student as time keeper and another as score keeper or you may do it yourself.
6. You may decide on a reward for the winning team like candy, free homework pass, etc. or just allow the joy of winning to be the reward.
7. Go over the rules.
8. Give an example: World War II (draw a world then draw a gun or bomb)

## The Rules:

1. Each team will guess a number between 1 and 10. The team closest to the number goes first by sending up an illustrator.
2. The illustrator will draw a term from a hat. They will have a few seconds to think and confer with the teacher. The teacher can tell the team if the term is a person, place, event, phrase, or vocabulary term. The illustrator will then draw pictures to help their team correctly guess the term.
3. If needed, the illustrator may pass on a term and pick another.
4. The illustrator may only draw pictures — no letters or numbers.
5. If part of the word is said, the illustrator may write it. For example, if the term is World War II and a team member shouts “war”, the illustrator could write “\_\_\_\_\_ War \_\_\_\_\_”
6. Each team only has one minute to correctly guess the term. A correct guess earns the team a point.
7. If the team cannot correctly identify the term, the other team has a chance to guess and gain the point.
8. Once the term has been correctly identified, the team who identified it can gain an extra point by correctly giving a fact about it.
9. Some terms have AP (All Play) on them. For these terms, each team sends up an illustrator. The first team that correctly identifies the word wins the point.
10. The illustrator position must rotate between all team members.
11. The teacher’s decision is final. Arguing with the teacher will cause your team to lose a point.
12. The team with the most points wins.

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