

Drawing Together

Online Version

Purpose - build skills in visualizing and sharing ideas collaboratively.

Challenge: draw a picture together while observers guess what you're drawing.

Requirements

- **Time:** 30-45 Minutes
- **Number of Players:** 3 or more
- **Age range:** Players of any age
- **Space:** Online
- **Equipment:** Video setup with internet access allowing multiple people to draw at the same time (Zoom, Google, etc.).
- **Prerequisites:** Ability or willingness to draw on a whiteboard.

How to Play

1. Check that everyone knows how to draw on the whiteboard and use the chat box.
2. Decide on a question (ex. What do you like to do for fun? How can you strengthen a friendship? What makes a good narrative story?) and each team decides on one answer (swimming, shopping, communication, mystery, etc.)
3. Divide the group into teams of at least two players.
4. Teams have 3 minutes in a breakout room to plan and practice their drawing.
 - a. Team members choose **one** answer that they will draw.
 - b. A facilitator or team member selects "share screen" and opens a whiteboard.
 - c. Each member selects "annotate" and picks their own color.
 - d. After 3 minutes of strategizing, the host will bring you back to the main room.
5. Each team has 90 seconds to silently draw their picture for the whole group. Those observing will guess what is being drawn and submit guesses in the chat.
6. The score is the number of correct guesses written in the chat box.
7. Before the next team's turn, debrief and strategize on how to improve the score.
8. After all teams have drawn, pose a new question, change teams, and play again!

Rules

1. Teams must agree on their answer before they draw. The answer cannot change.
2. Teams can only communicate their answer through their drawing.
 - a. The drawing cannot have any words, letters, or numbers.
3. Each member must draw with a different color.
4. All members must draw something.
5. Only answers that are typed in the chat text box are scored.

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Scoring

- The score is the number of correct answers written in the chat box.
 - Drawers and observers are working together, so the score belongs to everyone.
 - The maximum score for the drawing is the number of observers.
- The score is zero if a person on the drawing team does not draw.
- If the scores improve each time you play, everyone wins. If scores don't improve, everyone loses.

Level Two Variation

How to play

1. Play as in level one except the drawing team may draw more than one picture.
 - a. Each person on the drawing team must contribute to each drawing.
 - b. If any person on the drawing team does not contribute to a drawing, that drawing cannot be scored.
2. Time for drawing is 90 seconds.

Scoring

- Scoring level two is the same as level one, except the maximum score is the number of drawings times the number of observers.

Level Three Variation

How to play

1. Play as in level one except the drawings must show an abstract concept (an idea that is not a physical object or action) such as courage or freedom or fairness.
 - a. Each person on the drawing team must contribute to each drawing.
 - b. If any person on the drawing team does not contribute to a drawing, that drawing cannot be scored.
2. Time for drawing is 90 seconds.

Scoring

- Scoring level three is the same as level two except that each correct guess is worth 2 points.

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Debriefing Drawing Together

The purpose of debriefing is to develop strategies that will improve your performance and to recognize how these lessons apply to everyday life. To facilitate a successful debrief, facilitators must observe participants and ask engaging questions that spark thoughtful reflection. If we don't debrief, we don't learn!

What happened?		
What did you see/hear? What was the score?	What worked? What didn't work?	How did people feel? What issue(s) came up?
So what?		
What did we learn?	How does this experience relate to other experiences?	Why are we doing this? How is it relevant to us?
Now what?		
How could we improve our score in this activity?	How can we work together better?	How could we apply lessons learned elsewhere?

Digging Deeper

- Did anyone feel reluctant to share strategies?
 - o Why? Are you still in a win-lose mindset?
 - o If we are trying to improve collective achievement, who are you benefitting when you withhold strategies from other teams?

Online Details

You can play this game on any video conference platform that allows two people to draw together such as Google Draw, Microsoft Whiteboard, or Zoom. With Google Drawing, partners share one screen. With Zoom, the host opens the whiteboard and team members need to open "view options" and click on "annotate" before they can draw together.