



INSPECT-AND-SKETCH PAPER GAME



Use the Remember Success Skill to inspect houses.



Career Cluster

Building



Success Skill

Remember



Estimated Activity Time

25 – 30 mins



Group Size

Pairs, or Group

Prepare ahead of time

- Print **house cards** double-sided
- Cut out **house cards**

Materials

- **House cards** (1 set per pair or group)
- Paper and tools for drawing
- Something to cover the cards

Remember ASL Sign:

Each time you say **Remember** in this activity, please do the ASL sign:

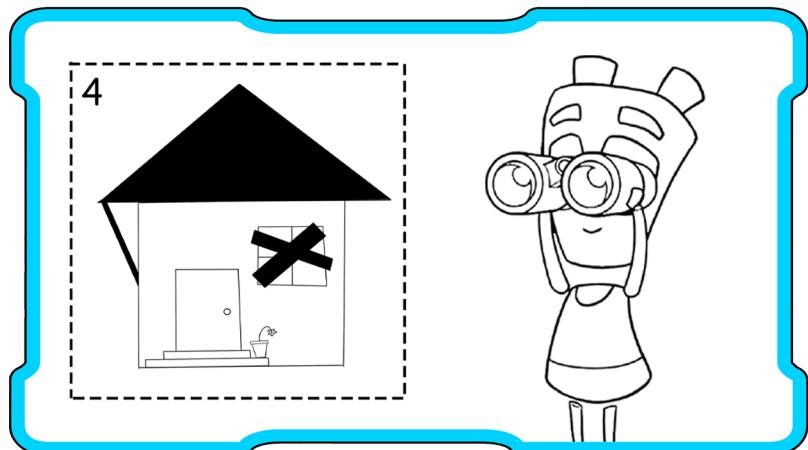
Make two fists with your thumbs up. Place both hands in front of your chest. Take your non-writing hand's thumb to your forehead. Then bring it down to touch your writing hand's thumb twice.

HOW TO PLAY: INSPECT AND SKETCH

INSPECT

Pick a random house card and look at it for 30 seconds.

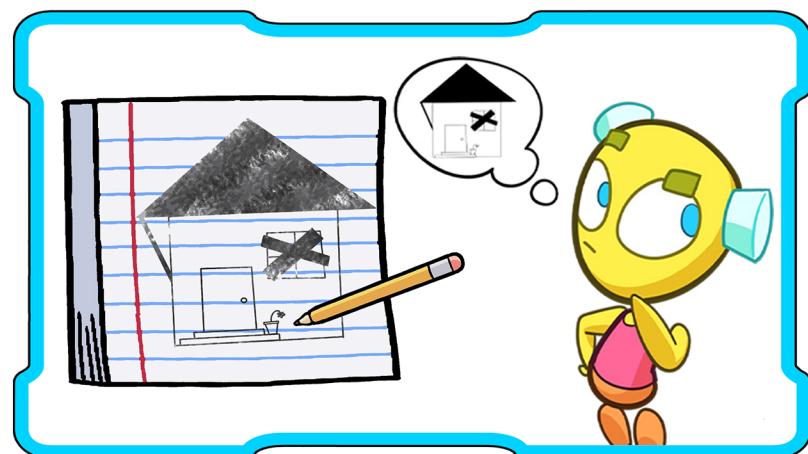
Pay special attention to things that are broken, and **Remember** as much as you can!



SKETCH

Cover the card, then draw what you **Remember**.

Only draw for 1 minute. It doesn't need to be perfect!

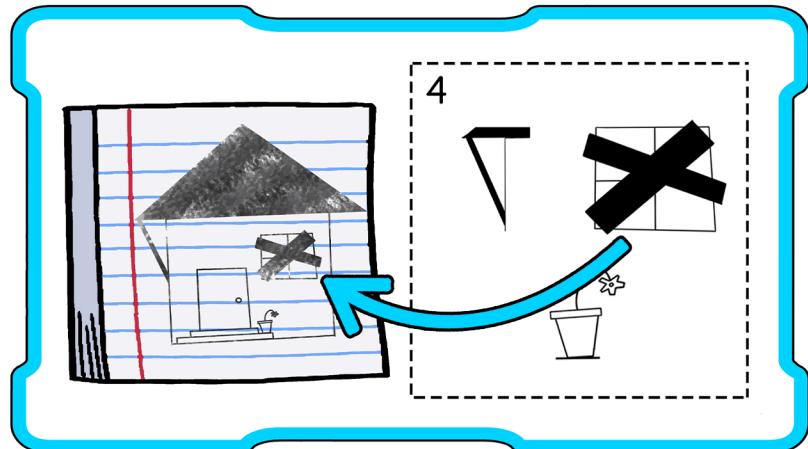


CONSTRUCTION SUPERVISOR CHALLENGE

Flip over the house card.

Earn 1 point for each feature you **Remembered** to draw.

The player with the most points wins!



GROUP MANAGEMENT

- Time limits for looking and drawing are flexible, but you'll be surprised by how much everyone can **Remember!** Try our suggested times before adjusting.
- You can play this game by projecting the house cards instead of printing.
- Scoring is a time for reflection, you can talk through each broken part together after each round. Make sure players notice when they didn't **Remember** a feature.
- (Optional) The player with the most points gets to keep the house card. The first player to win 3 house cards ends the game.

10 MIN: INTRODUCTION

Say, "We are going to play a game about Construction Supervisors. Construction Supervisors check buildings, like houses and offices, to make sure they are safe for people in their community. They look for things that are broken or need to be fixed.

*Construction Supervisors use the **Remember** Success Skill when they do their work. They check all around buildings and need to **Remember** what is broken so it can be fixed. For this game, you will be a Construction Supervisor!*

*Everyone will get a stack of house cards and something to draw with. The houses on the cards all have broken parts. You are going to look at the card and try to **Remember** as much as you can. When it's been 30 seconds, cover up the card.*

*Now it's time to **Remember!** Draw the house the best you can. It doesn't have to be perfect. Try to remember all the broken parts of the house. When it's been 1 minute, stop drawing and flip over the house card.*

*The back of the card has all the broken parts of the house. Check each one to see if you **Remembered** to draw it. The player who **Remembered** the most, wins! Let's play!"*

5 MIN: REFLECTION

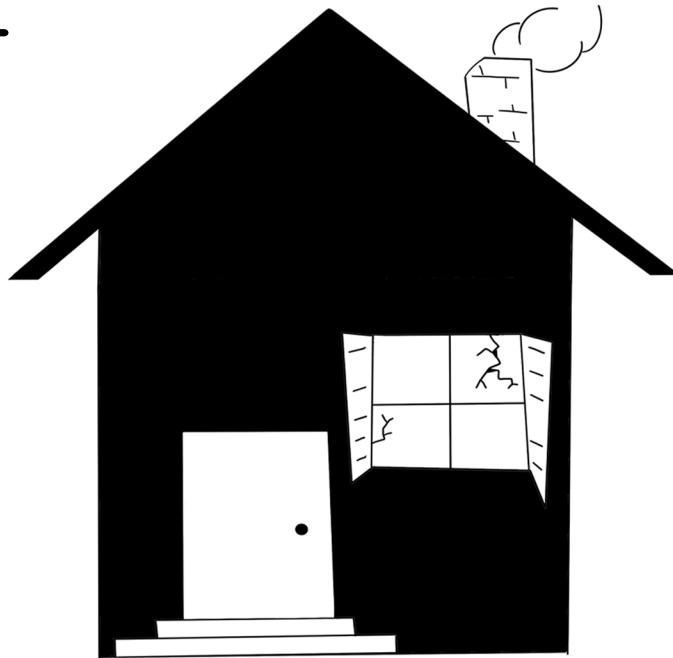
Have a brief discussion with children about the activity. **Say,**

- *"What Success Skill did you use today?"*
- *"Why is it important to use the **Remember** skill when inspecting a house?"*
- *"What's another job that also uses the **Remember** skill?"*

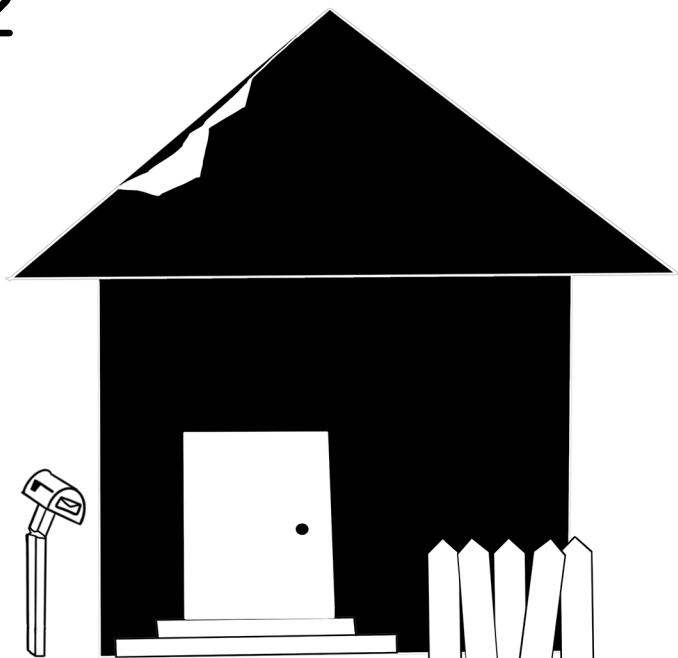


HOUSE CARDS 1 FRONT

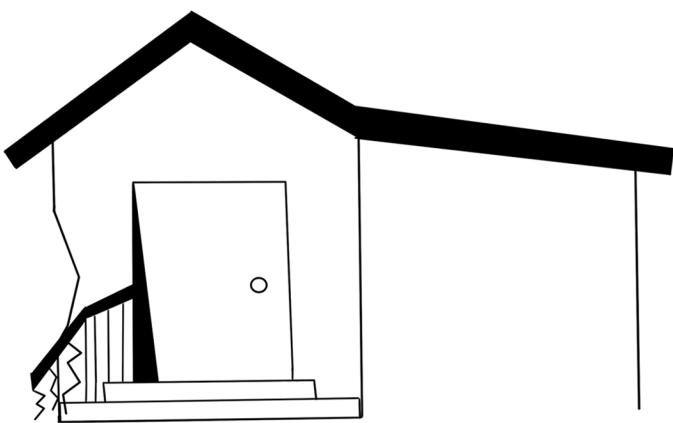
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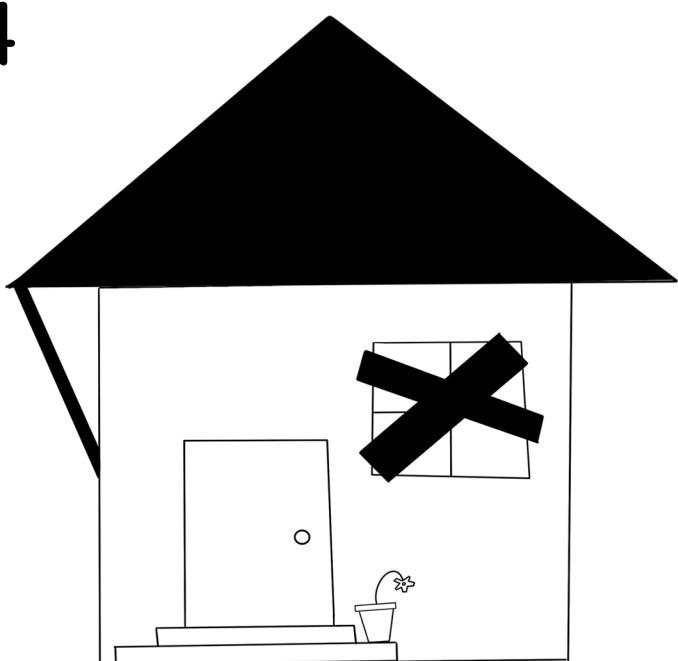
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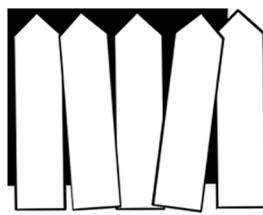
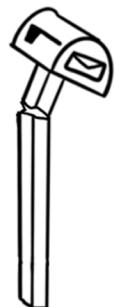


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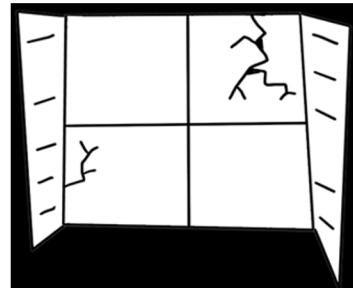
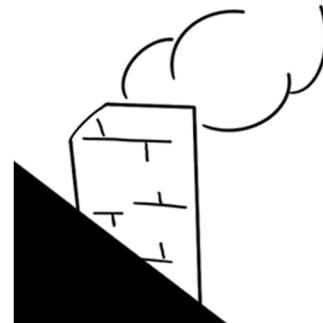


HOUSE CARDS 1 BACK

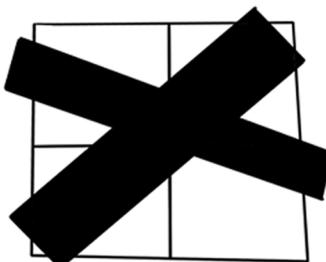
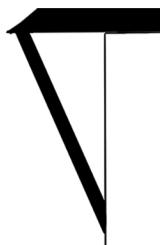
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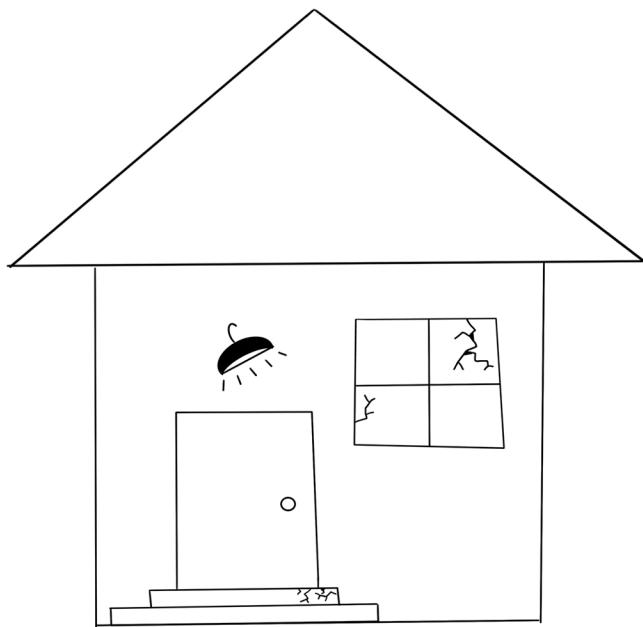


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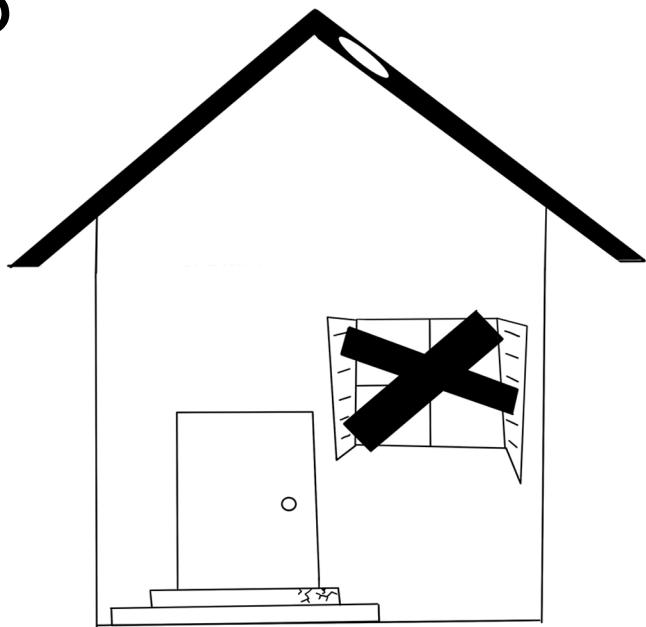


HOUSE CARDS 2 FRONT

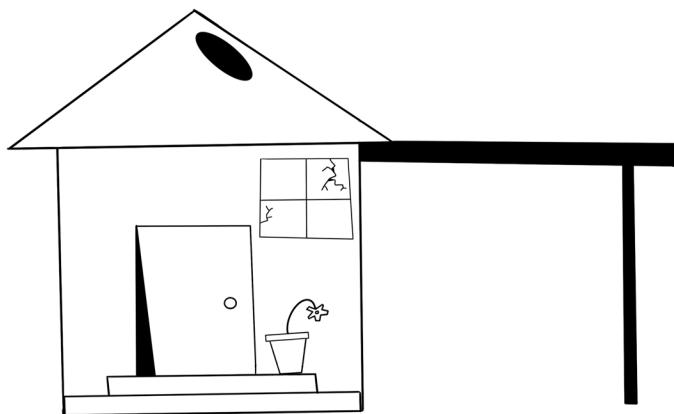
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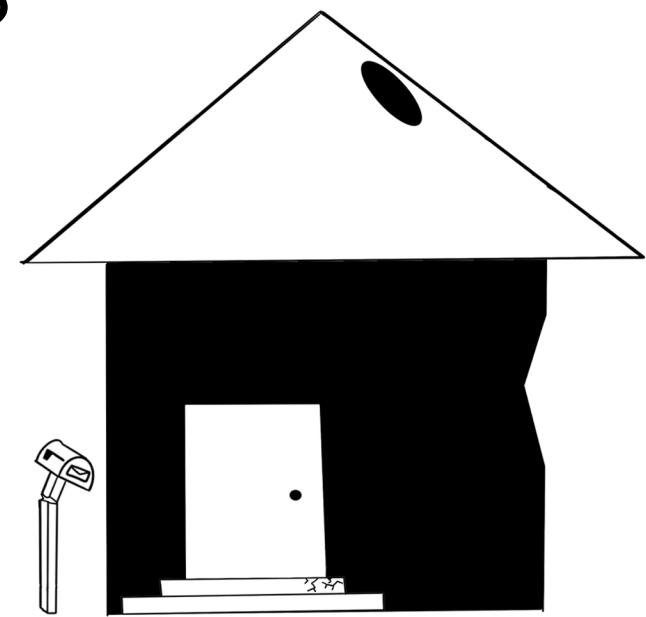
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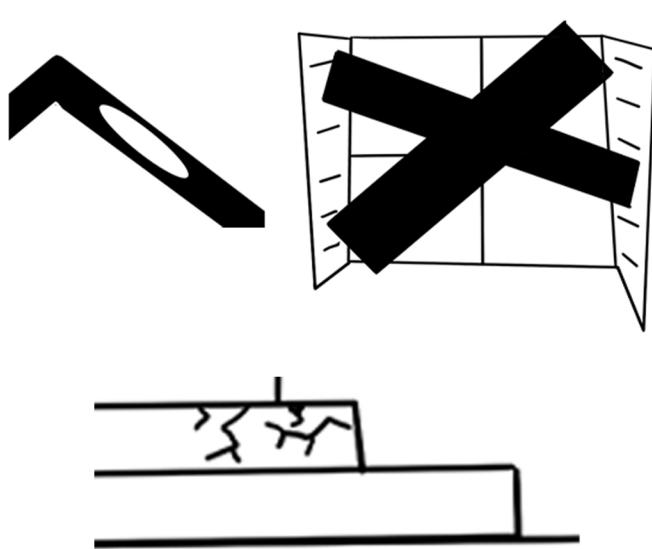


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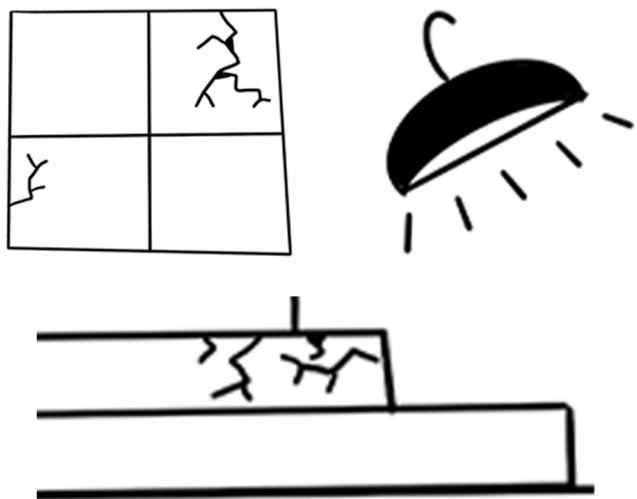


HOUSE CARDS 2 BACK

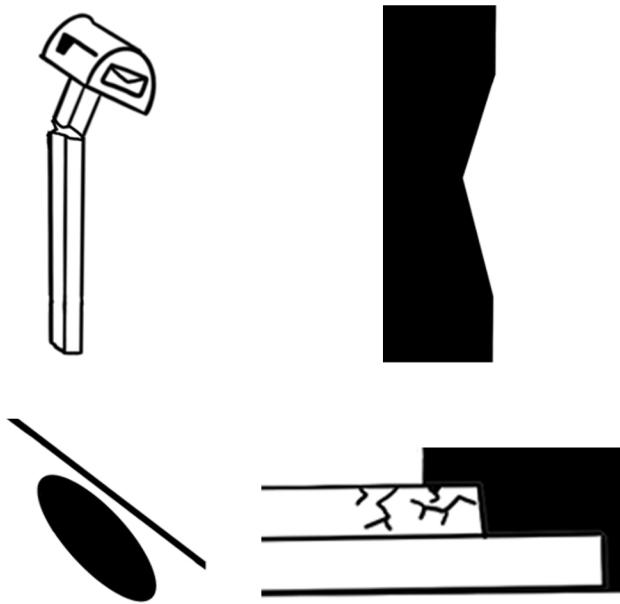
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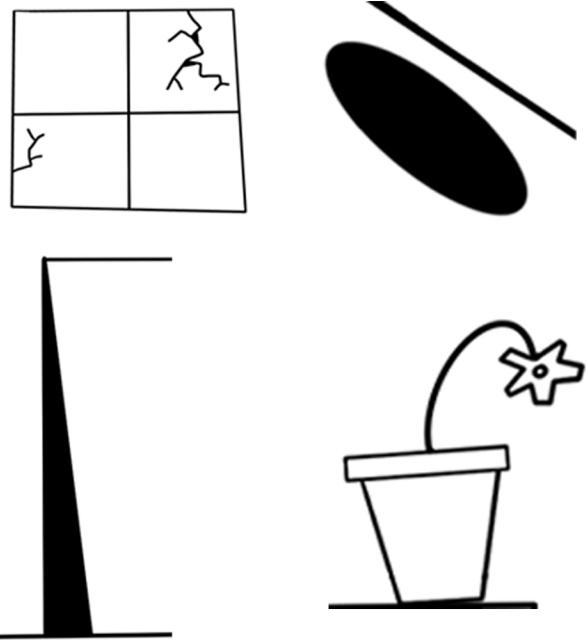
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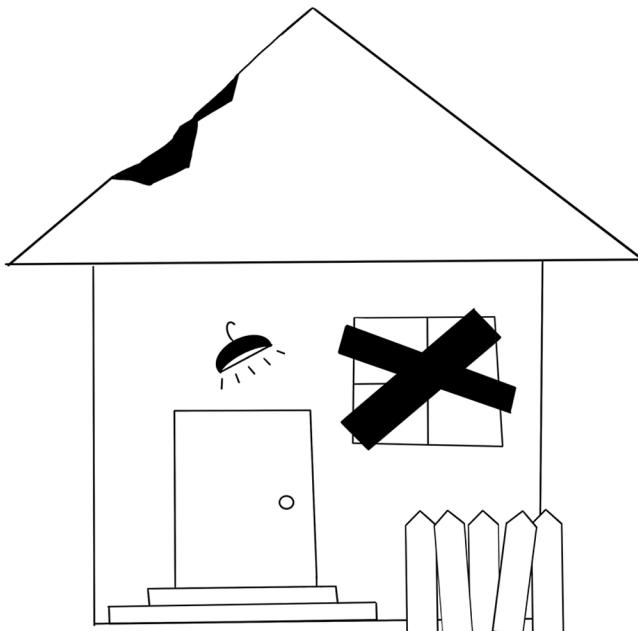


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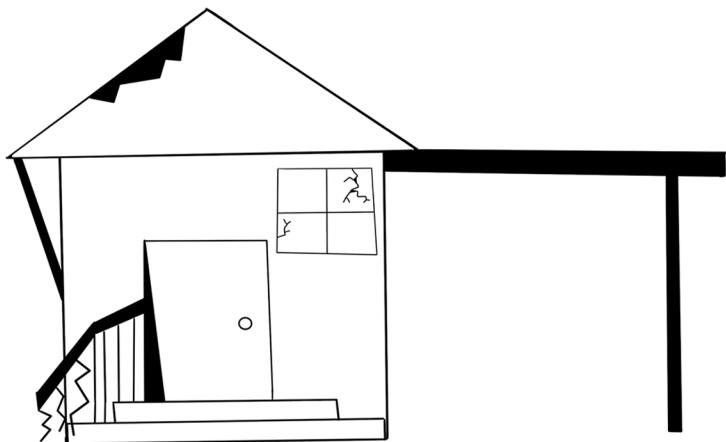


HOUSE CARDS 3 FRONT

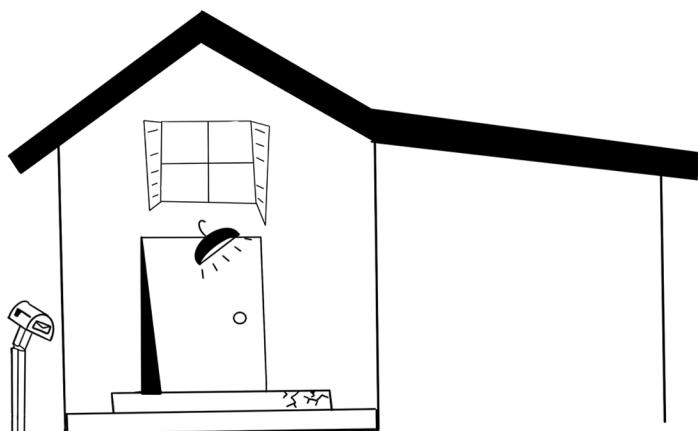
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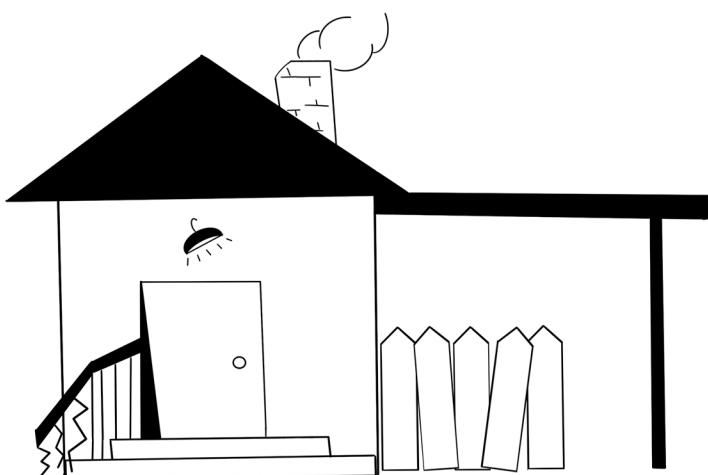
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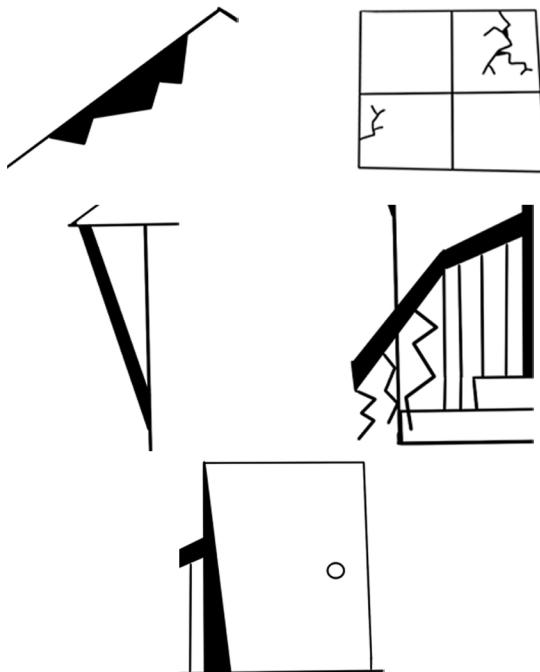


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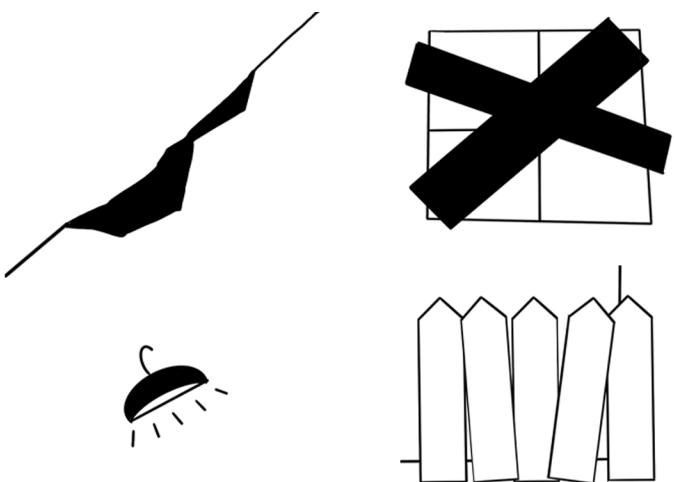


HOUSE CARDS 3 BACK

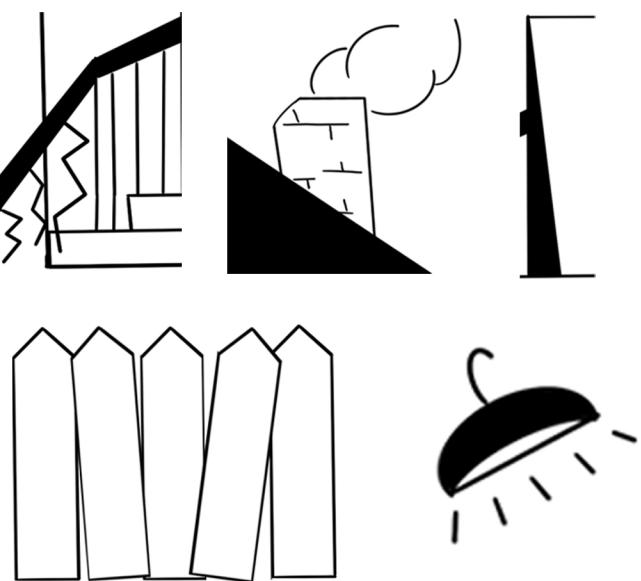
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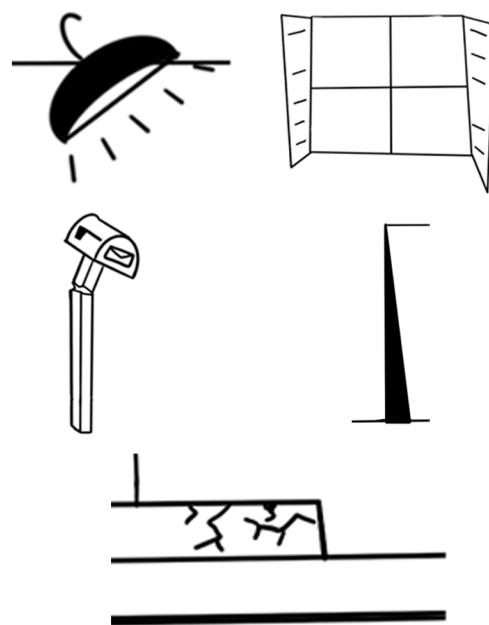
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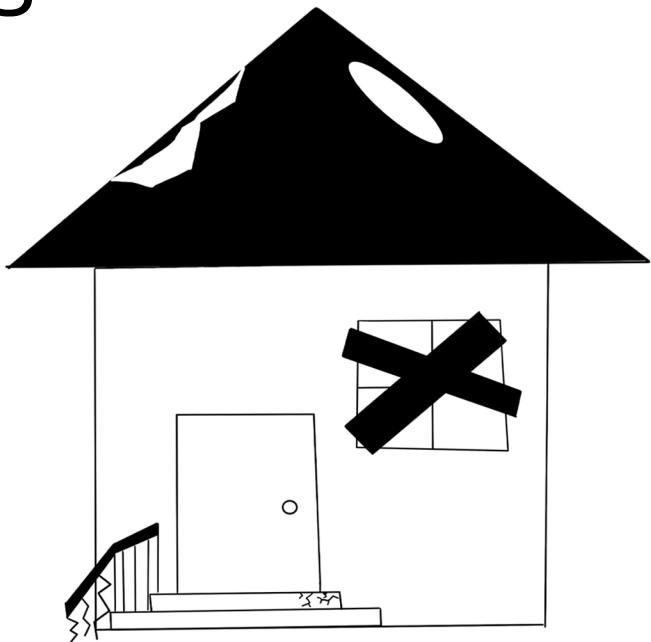


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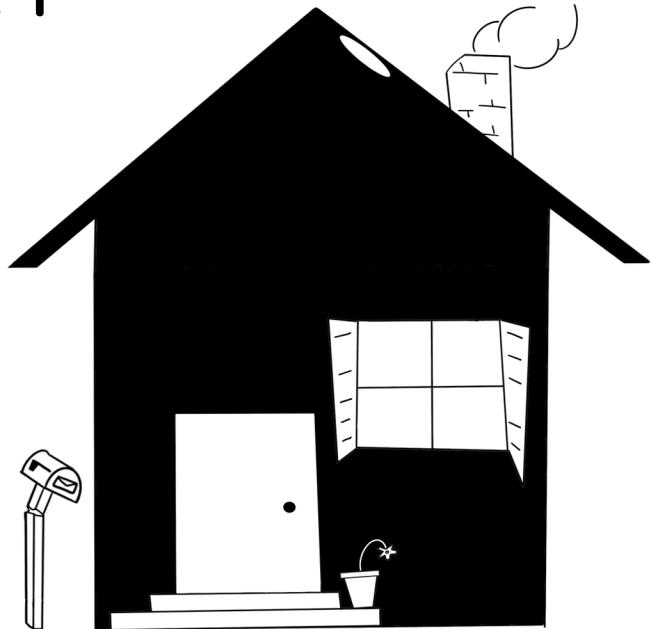


HOUSE CARDS 4 FRONT

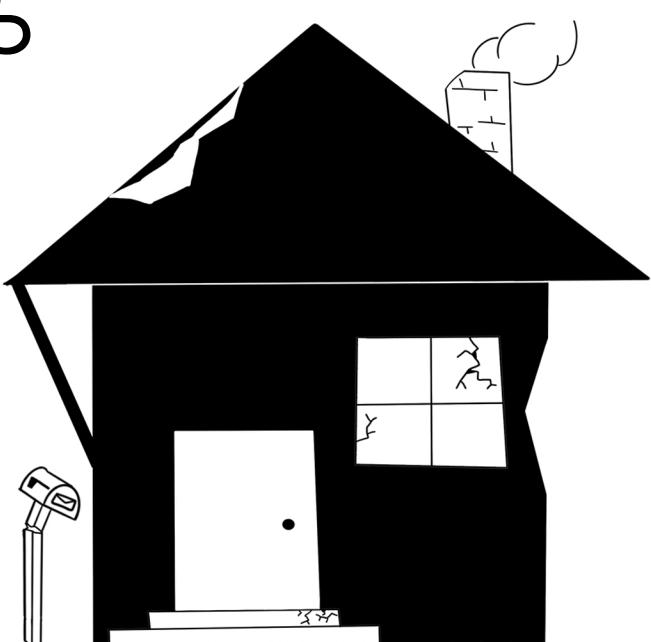
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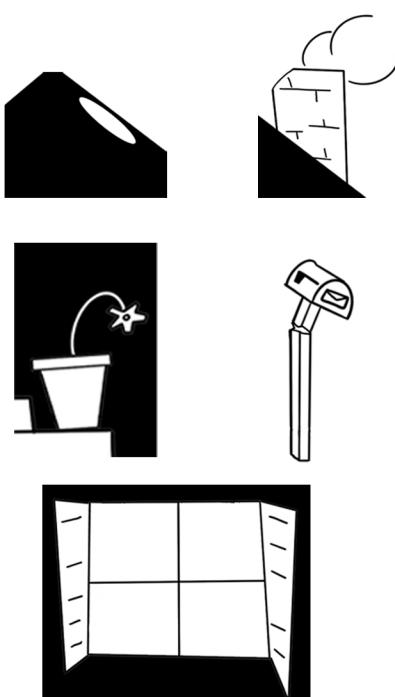


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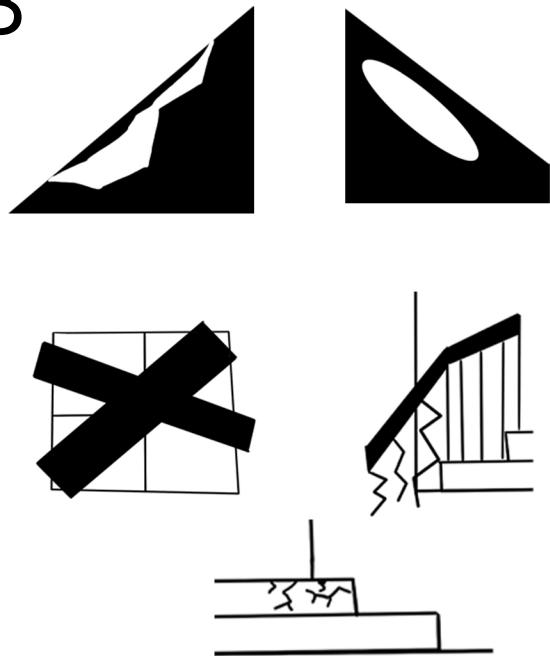


HOUSE CARDS 4 BACK

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