Human Pictionary App

How to create the game

Contents

This pack contains:

- The instructions poster
- 15X15 grids
- 10X10 grids
- 5X5 grids
- Picture prompts with tear off cuts

Resources required

- Encoded slips
- Pens
- Printed grids for each team

Preparation

Instruction poster

1. Print the **Instructions Poster** on A3 paper. (Black and white will suffice)

Grids (15, 10 and 5 sizes)

1. Print the grids on A4 paper, black and white. There are several different grids for different difficulty levels, there are different pictures to draw on the different grids.
2. Cut the sheets up into individual grids

Picture prompts

1. Print the picture prompts on A4 paper, black and white.
2. Note that there are harder prompts and easier ones that lend themselves to smaller or bigger grids but the students can choose which grid to use. (Tutors can advise if they think a prompt will not work on a grid size)
3. Cut into strips and keep on the tutor table.

Layout

Some of your tutors should be “scorers” and some should be “roamers” - the “scorers” will be staying still and spread out around the room/area you are playing the game (e.g in Sydney it made sense to have a long table of tutor scorers at the front of the room). The “roamers” will be walking around and helping students as they are doing the activity

Each “scorer” needs:

- How To for Scorers sheet
- Picture prompts to hand out to students
- Stack of each size of grids
- Points poster

How to play

Students learn how black and white images can be represented as binary.

1. Students go to the lecturer to pick up a score sheet and pen(s)
2. Students pick a team name and then hand their score sheet to one of the “scorer” tutors to “register” their team
3. Team decides the size of picture they want to draw and gets a grid of that size (5X5, 10x10, 15x15) and a piece of paper with a picture prompt from their “scorer”
4. Team draws pixelated image on grid and writes their team name on the grid
5. Team translate black and white pixels to 1's and 0's and encodes it further if it’s a large grid
6. Team gives their encoded message and their drawn grid to a “scorer”
7. “Scorer” gives the encoded message to another team to decode.
8. The other team replicates the image and guesses what the image is (thus pictionary)
9. “Scorer” compares to the grid they have from the original team and awards points on the relevant score cards

How to help

- You want to roughly evenly distribute the teams with “scorers”. Ideally each “scorer” has 4-5 teams assigned to them. Take the number of students you think will be playing, divide that by 4 to get the number of teams, then divide that by 4 again to work out how many scorers you need to have.
- When registration is happening, help distribute the teams evenly among the scorers
- Make sure that kids are using appropriately sized grids for what they are trying to draw. Some of the images to draw in the 15x15 will be impossible at the low resolution of 5x5.
- Help “scorers” to manage the encoding and decoding teams. Ensure there are enough grids and resources