

PICTIONARY GAME



How to Play:

1. Set Up Teams:

- Split players into two teams. The more players, the more fun!

2. Pick a Drawer:

- One player from a team is chosen as the “drawer” for the first round. The drawer is the person who will draw the word/phrase for their team to guess.

3. Choose a Word/Phrase:

- The drawer picks (or draws) a card with a word or phrase on it (if you're using cards). If you don't have cards, you can create a list of words or phrases ahead of time. Each word should be something that can be easily drawn, like an object, action, or place.

4. Draw and Guess:

- The drawer has **60 seconds** to draw a picture that represents the word or phrase they've been given.
- **No writing or letters** are allowed—only drawings.
- Meanwhile, their team tries to guess what the drawing represents. If they guess it correctly, they score a point.

5. Switch Turns:

- After the round ends (whether the team guesses correctly or the time runs out), the next team takes their turn with a new word/phrase and a new drawer.

6. Winning:

- The game continues until all the words/phrases are used or for a set number of time/rounds. The team with the most correct guesses wins!

What you need:

- A Pictionary game set (which includes cards with words/phrases), or a list of words/phrases you've prepared yourself.

- Paper and pens (or a whiteboard and markers if you're playing digitally).
- Timer (usually 60 seconds per round).

Optional Rules for Extra Fun:

- **Categories:** You can make the game even more fun by adding categories, such as "places," "movies," "animals," etc. The team drawing picks a category before drawing.
- **Speed Round:** In the final round, you can make all the words harder or give each team only 30 seconds to guess.
- **For Larger Groups:** You can have multiple drawers per team or play in a relay-style format where players alternate drawing and guessing.