

# Pictionary

Goal: A fun, high-energy ending to our Power of Speech Shabbaton. Connection-what happens when you aren't able to speak to communicate?

## You Should Have:

- 1) Drawing Materials-1 set for every two teams
  - a. Whiteboards and Whiteboard Markers
  - b. Jumbo Post-its and Regular Markers
- 2) Prompt cards
  - a. Spreadsheet with prompts here: <https://docs.google.com/spreadsheets/d/1-QASe8VFPO99EHoQGufITnUnIZyiYg6VIO3rzEWalHU/edit?usp=sharing>

## Instructions:

- 1) Split NCSYers into teams-5-7 NCSYers per team
  - a. We had Regional Board act as captains and pick their teams the night before
- 2) Set up stations spread around your playing area
  - a. Ideally, assign one advisor to run each station, and assign advisors to each team-they'll help keep energy going
  - b. Stations needed is half the number of teams (6 teams, 3 stations; 10 teams, 5 stations).
  - c. Each station should have chairs set up back to back, each one facing towards their team's drawing materials without being able to see the other team's.
- 3) We played 3 rounds, keeping track of each team's score and changing the matchup for each round. An effective way to do this is to number each team, set up the first round as 1 v 2, 3 v 4, etc, and have only the odd numbered teams rotate after each round.

## How To Play:

- 1) Each team chooses a representative to draw first. Both teams will be trying to draw the same thing-whichever team correctly guesses first gets that card.
- 2) The advisor facilitating the game explains the rules, draws the first card, and shows it to both representatives, who begin drawing.
  - a. On the doc, the cards are split into ROUNDS and CATEGORIES. Rounds are Tanach, Mitzvot, and NCSY, and there are categories within Tanach and Mitzvot. Up to you if you want to switch off between categories (first card would be from people, second card from event, then back to people...), or just mix them all together and use them indiscriminately over the course of the round.
- 3) Once the facilitating advisor hears the correct answer, whichever team guessed correctly receives the card, new team members are sent up to draw, and the next card is drawn.
- 4) Each round should take approximately 10 minutes.
- 5) To end each round, you can give each team a 'final frenzy'-they each get a minute to earn as many cards as they can in one minute. They can choose any member of the team to draw and do not rotate after each card guessed correctly.