My game is called Telephone Pictionary.

The game combines the classic Telephone game with some reading, writing, and drawing.

Students begin with a phrase. They read it, think about it, and then draw it. When finished, the next student in line tries to guess the original sentence. The following student draws this new sentence, unaware of what the original sentence was. This continues until the original artist gets their original paper back, along with some similar or completely mutated drawings. Fun times are had by all!

(There are many grammar points this can be adapted to, but for the example I'll use "is \_\_\_\_ing").

Preparation:

* Students will be in groups of 4-5, so prepare that many varieties of original sentences, times the number of groups
* To make things easy, it's helpful to have clearly marked areas for sentences and pictures, with lots of room for drawing.

Process

* Perform an example with JTE by drawing something on the blackboard and having the JTE and students guess what is happening (Godzilla is playing soccer, Pikachu is eating cake, Jibanyan is speaking English, etc.)
* Explain the way to play: Draw, fold the previous step back so the next person can't see it, and pass to the left. Repeat! In my experience students grasp it really quickly.
* Emphasize the structure you want the students to use while making their sentences. For lower-level classes it might be helpful to fill in part of the sentence in the sections for writing the sentences (Ex: \_\_\_\_\_\_\_\_\_ is \_\_\_\_\_\_ing \_\_\_\_\_\_\_\_\_.)
* 2 minutes for each step is generally enough time.

Notes

* This is best as a JHS activity, since it involves some reading and writing.
* Can be used for pretty much any grade, as long as it can be adapted to the grammar point.
* Inspired by "drawception"
* Takes about 5 minutes to explain, then 10 minutes per round.