

Facilitation Guide

Draw! Act! Sculpt!

NOTES

“DRAW! ACT! SCULPT!” is designed for participants to have fun learning the importance of communication styles—especially concentrating on the concept of transmitting information and meaning.

In this communication game, participants will play a game similar to the games “Pictionary,” “Win, Lose or Draw,” and “Cranium” in which each member of the team takes turns drawing, acting out or sculpting a given topic!

Instructions

The activity should be played in their communities ideally on the floor or at a table. Each team will need a can of Playdough, a sheet of paper, and three “Pass” cards. Participants should form the Playdough on the paper to protect the surface from little pieces of Playdough marking it up. They will also need paper and markers in the event they must draw their word.

The group will send one participant to the front of the room and facilitator will show them a specific item to communicate to their team, as well as the manner in which they are to give the information to their team. There are three ways they can communicate words to their team: draw, act and sculpt.

The player will return to their group and begin acting, sculpting or drawing their word.

If the word is successfully guessed, the team should give themselves ONE POINT and then play rotates clockwise. The next player goes to the facilitator to get a new topic and method of communication and returns to their team to communicate the word.

supplies:

- ★ Playdough – one per team
- ★ Flip chart paper – one per team
- ★ Assorted Markers
- ★ Timer (Facilitator)
- ★ List of Topics
- ★ “pass cards”

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PASS CARDS

If the team does not successfully guess the word, a “PASS” card can be played by returning the card to the Facilitator for a new word. If a “PASS” card is used, they may tell the Facilitator which communication method they had to ensure they get a different one. This is the only time this can occur. The same player must return for a new word and return to communicate to the team. The team must also deduct THREE POINTS from their overall total if a PASS Card is used. A team can go into a negative total, if necessary.

Play repeats with participants guessing the item, and the next person on the team selecting a topic, and then returning to the team to form it.

Play concludes with the Facilitator announcing a final round based on the amount of time allocated for this activity (determined by the Facilitator). Every person on the team should have had at least one opportunity to form an item—ideally each team member will get 3-5 turns.

RULES

- Each person must participate.
- The participant can share the topic selected, but can communicate nothing else.
- Participants cannot use the Playdough or draw letters, words, or numbers.
- Participants cannot flatten the Playdough and “draw” pictures into the Playdough. Playdough must be used to create a 3-D sculpture.
- Participants can only use any body language signals to indicate the number of words, or “sounds like”, etc. if they are acting out the word.

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Talk About It

- What was difficult about this activity?
- Was there one style of communication that was easier than others?
- Were there any words that were more challenging than others to figure out or communicate to your team?
- Was it frustrating when you were communicating your message in the best way you knew how and your team was still not understanding? How did you deal with that frustration?
- Did anyone use a Pass Card? Why? What words? Talk about that experience.
- Did you find that you are better at communicating in one way better than the other?
- Did you discover that your team did or did not receive communication in the same way? Did you adjust your style or keep doing the same thing over and over hoping they would eventually get it.
- Talk about one-way communication vs two-way communication.
- Remind the participants about the importance of body language and how it speaks even when we don't!