

## Classroom Idea - Scriptionary Game

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Another great example of a classroom game with dry erase boards. Read on for instructions. It can be applied in other formats besides from scriptures.

### Classroom Ideas - Scriptionary Game

#### Title: Scriptionary Game

Object of the Game: Discuss scripture topics while you play this fun variation on "Pictionary" and "Win, Lose, or Draw".

Items Needed: Print and cut out the Scriptionary Game cards and Scriptionary Rules.

Preparation: Put the Scriptionary cards in a box or hat. You'll need a chalkboard and chalk, or dry erase board and dry erase markers, or paper and pencils for each team. Choose ahead of time whether to allow using gestures, letters, blanks for words, or other symbols when drawing.

Scriptionary Cards - Download

This game is played more like Win, Lose, or Draw than Pictionary.

1. Print and cut out the Scriptionary cards.
2. Separate into two teams.
3. Choose a member of one team to choose a card and draw the picture or event written on the card.
4. The artist has 90 seconds to draw. Members of his or her team will try to guess what the picture is of—the artist may not speak. One point is awarded when the picture is named correctly.
5. After 90 seconds, if the drawing team has not guessed the picture, the other team has a chance to guess. The stealing team gets an extra point if they can guess what the other team drew.
6. The second team chooses an artist, and play continues as described above.

You can choose whether to allow gestures, letters, blanks for words, or other symbols.

#### Speed Scriptionary Variation:

1. Print and cut out the Scriptionary cards.
2. Separate into two teams.
3. Choose a member of one team to be the artist. The artist has 3 minutes to draw as many pictures as he can. He can skip up to two cards.
4. Members of his or her team will try to guess what the pictures are during the 3 minutes. One point is awarded for each picture correctly guessed. The artist may not speak.
5. The second team chooses an artist, and play continues as described above.

#### Reference:

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