

Drawing Animals on Your Head

Grade Three & Four

PLAY

Drawing Animals on Your Head is a fun, lighthearted connection starter where participants try to draw their favourite animal on a piece of paper placed on their heads. It encourages creativity, laughter, and interaction among participants while breaking the ice in a group setting.



Learning Intentions

I can engage in a creative and fun activity with others:

This game encourages creativity and spontaneity in a relaxed, non-competitive setting.

I can contribute to group interactions by sharing fun and humorous guesses:

Students or participants can engage with one another by guessing the animals, promoting communication and social interaction.

I can participate in an activity that encourages laughter and helps everyone feel comfortable in a group:

By creating a lighthearted atmosphere, this game helps students or participants feel more at ease and relaxed.



Success Criteria

I can participate actively and enjoy the creative process:

Students or participants should engage in the drawing process and not worry about the outcome—it's all about fun!

I can enjoy the humour and creativity of others:

Participants should be open to the laughter and creativity that emerges from the activity.

I can guess and share what I think the animal is in a friendly and encouraging manner:

Engaging with others' drawings and offering guesses in a supportive, light-hearted way adds to the enjoyment of the activity.



Drawing Animals on Your Head

Grade Three & Four



PLAY

Objective:

Drawing Animals on Your Head is a fun, lighthearted connection starter where participants try to draw their favourite animal on a piece of paper placed on their heads. It encourages creativity, laughter, and interaction among participants while breaking the ice in a group setting.

Materials Needed:

- Blank A4 paper (one per participant)
- Pens or pencils (one per participant)

Setup:

1. Distribute Materials:

Give each participant a piece of blank A4 paper and a pen or pencil. Ensure everyone has a space where they can comfortably participate.

2. Explain the Game:

Instruct participants to place the paper on top of their heads. They will have 30 seconds to one minute to draw their favourite animal on the paper, without peeking!

Gameplay Instructions:

1. Start the Timer:

Announce the start of the game, and begin the timer. Participants will place the piece of paper on their heads and attempt to draw their favourite animal while keeping their paper on top of their heads.

2. Drawing Phase:

Give participants 30 seconds to 1 minute to complete their drawing. Encourage them to have fun with it and not worry about how the drawing turns out.

3. Guessing Phase:

Once the drawing time is up, participants will take turns showing their drawings to the group. The rest of the group will guess what animal each person tried to draw.

4. Laugh and Enjoy:

The guessing phase should be filled with laughter as participants make fun guesses about each other's drawings.

Winning the Game:

This is a non-competitive game, so there is no winner. The main objective is to have fun, engage creatively, and enjoy everyone's attempts to draw their favourite animals.



Drawing Animals on Your Head

Grade Three & Four



PLAY

Variations:

1. Themed Versions:

Instead of animals, participants could draw other things, such as:

- Favourite foods
- Family members
- Famous landmarks or places
- Vehicles or modes of transportation

2. Group Size:

This game works well in both small groups and large groups. For larger groups, you can break them into smaller circles to ensure everyone has a chance to participate.

3. Guessing Game with Points:

If you want a more competitive version, award points for correct guesses. The person whose drawing is most correctly guessed can get a point. At the end, tally up the points and declare a winner.

4. Drawing Relay:

In a team setting, each participant could take turns adding one part to a drawing (e.g., one person draws the head, another the body), and the rest of the group guesses what it is together.

Additional Notes:

- *Drawing Animals on Your Head* is ideal for breaking the ice in new groups. It encourages participants to let go of perfectionism and engage in a fun, relaxed activity.
- It fosters creativity, teamwork (when working in groups), and encourages communication, all while adding a humorous element to the session.

