

Draw Your Neighbour

PLAY

To practice observational drawing, creativity, and interaction with a peer in a fun, relaxed setting.



Learning Intentions

I can practice observational skills by sketching a classmate's features:

This encourages students to focus on details and practice drawing based on observation.

I can express myself creatively through drawing:

This promotes creativity and allows students to use their artistic skills in a fun, informal setting.

I can interact with a peer and appreciate their unique features:

This fosters social connection and helps students engage with each other in a positive and creative way.



Success Criteria

Observing and Capturing Features in a Sketch:

Students can observe their neighbour and capture their features in a sketch, ensuring they pay attention to the details of their peer's appearance.

Completing the Sketch Within a Time Limit:

Students can complete their sketch within a time limit, encouraging them to focus and complete the task within the given time.

Having Fun and Appreciating Peer Personalities:

Students can have fun and appreciate their peer's personalities through drawing, helping them engage with the activity and enjoy the process, regardless of artistic ability.



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Objective: To practice observational drawing, creativity, and interaction with a peer in a fun, relaxed setting.

Players: Ideal for small groups or a full classroom (4-26 students).

Materials:

- Paper
- Pencils, coloured pencils, or markers
- Timer (optional)

Time Required: 5 minutes

Setup: Ensure each student has a piece of paper and drawing materials.

Gameplay:

1. **Choose a Neighbour:** Ask the students to choose a neighbour, this may be the person sitting next to them in class or you can assign random classmates in advance to be neighbours. They will be drawing a quick sketch of this person.
2. **Start Drawing:** Set a timer for 5 minutes. During this time, students will observe their neighbour and attempt to sketch their features. Encourage them to focus on details like facial expressions, hair colour, and any notable features such as freckles or dimples, but remind them that it's about fun and creativity, not perfection.
3. **Wrap Up the Sketch:** When the timer goes off, have students stop drawing, even if they haven't finished their sketch. This adds a bit of pressure to complete the drawing within the time limit, making it a fun challenge.
4. **Variation:** You can adapt the activity by adding specific themes (e.g., drawing a superhero version of your neighbour, drawing them as a famous character, or creating a caricature).
5. **Show and Tell:** After everyone has finished their sketches, invite students to share their drawings with the group. This can lead to laughter and a light-hearted discussion about artistic styles and interpretations.



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Reflection Prompt:

- How did you focus on capturing the features of your neighbour?
- What was challenging about drawing quickly in 5 minutes?
- How did it feel to see your neighbour's reaction to your drawing?

Winning the Game: There is no winner in this activity. The goal is to have fun, practice creativity, and appreciate the unique features of a classmate through art.

Additional Notes: Draw Your Neighbour is a simple yet effective activity that encourages students to practice observational skills, creativity, and social interaction. It promotes laughter and helps build relationships in a light-hearted environment. This activity is a great way to ease students into more engaging tasks while fostering creativity and teamwork.

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