

Art Director

Designed by Ellie Dix

3-8 players | 45 minutes | Age 6+

Hook:

Follow the Art Director's instructions to guess what object you've drawn.

Components:

- 54 cards
- 60 second timer
- Drawing pads and pencils (or whiteboards and pens) for each player
- A method of scoring (these rules assume a scoreboard and marker system)

Set up:

- Each player chooses a colour and puts their score marker on the 'start' space on the scoreboard.
- Each player takes a drawing pad and pencil.
- Randomly decide who will be the first Art Director and give them the card box.

How to play:

The game is played over a number of rounds. In each round one player is Art Director and all the other players are Art Students. The role of Art Director progresses clockwise around the table.

On each round:

- The Art Director states their chosen difficulty level - 1, 2 or 3. Higher levels will be more difficult but give more points.
- The Art Director picks a card out of the box and looks at the word that relates to their chosen difficulty level. They keep the card secret.
- The Art Director sets the 60 second timer, then starts to draw the object on the card - always keeping their drawing hidden from other players. As they draw they give instructions to the other players about what they are drawing. Other players must follow the directions in an attempt to recreate the drawing.
- The Art Director is only allowed to tell students what shapes to draw. They can mention shape, position within the space and they can describe patterns. Description must always be abstract. They must NOT name any specific physical object. For example, if they are trying to draw a

snake, they may talk about wiggly or curvy parallel lines, but they must not mention 'snake' or any other distinct object, even one that is unrelated to the subject. If the Art Director breaks this rule, they lose a point on the scoreboard. It is possible to go backwards from the starting point!

- As they draw, the Art Students can shout out names of objects that they think they are drawing. Anyone may shout out at any time.
- If an Art Student correctly guesses the object within the given time, both they and the Art Director score 1, 2 or 3 points according to the difficulty of the card.
- If nobody guesses correctly before the time runs out, no points are scored.

End game:

The game ends when at least one player reaches the Finish space on the score track. They are the winner. In the case of a tie, share the victory.