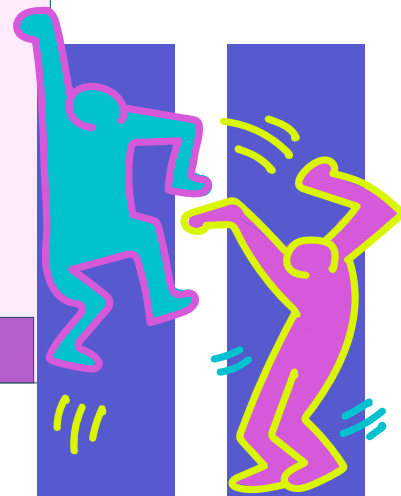


#7 Guessing game with pictures or gestures

Age group: **younger players**

Duration: **20 to 30 minutes**



Objective

Get players to come up with screen-free activity ideas (athletic, creative, artistic or other) using a guessing game with pictures or gestures.

Required materials

- Paper and pencil if drawing

Preparation time: 5 minutes

How to play

1. Ask the group to sit in a circle (make sure they are spaced 2 metres apart).
2. Go first to get the game started or choose the player who will draw or act out an activity first.
3. The other players can throw out guesses to figure out what the drawing or the gestures represent.
4. The player who guesses the activity is the next one to draw or act out an activity.

Review of the activity

This game helps participants become aware of the importance of screen-free pastimes and suggests various activities they can try. To encourage reflection, begin by asking them what their takeaway is from the activity. If you would like to go further, here are a few additional questions you can ask, depending on the participants' age and level of understanding:

Why is it important to enjoy some screen-free time once in a while?

Out of all these activities, which are your favourites?