

## Charades with Art

This exercise, a variation of charades, asks the participants to sketch, instead of act out, the words of well-known proverbs. This activity is generally more effective when used during the later stage of the training program or session.

### Time Reference

Approximately 10 to 20 minutes.

### Group Size

Best suited for a group of 10 or more participants

### Space Required

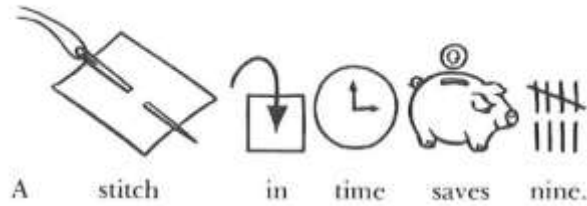
A room that is large enough to permit the unrestricted movement of the learners.

### Materials Needed

For each team, a pad of newsprint and several colored markers or crayons; for the trainer, the Sample Proverbs List (see the last page of this exercise).

1. The trainer tells the group members that they will be playing a version of charades in which, instead of pantomiming, they will sketch simple pictures or symbols to represent the words in well-known proverbs. The group leader may wish to show the participants a sample sketch of a proverb (see Sample Sketch).
2. The group leader then divides the participants into two teams. The two teams sit at the opposite ends of the room so that each can work with some degree of privacy.
3. Next each team sends a representative to the centre of the room. The trainer gives each representative several sheets of newsprint and two or three colored markers or crayons. Both representatives receive slips of paper with the same proverb written on them (see Sample Proverbs List).
4. After explaining to the entire group that the object of the game is to see which team can guess the proverb first, the trainer tells the two teams that the representatives are to return to their respective teams and, without speaking, to draw pictures and symbols that identify the words in the proverb. Their drawings may not contain the actual words or any part of a word that appears in the famous saying (see Sample Sketch).
5. The members of each team then attempt to guess the proverb their representative has drawn.
6. The team to identify the proverb first receives one point. Then both teams send new representatives forward to receive another proverb from the trainer.
7. The exercise continues for 10 minutes or until all of the proverbs have been drawn and identified. The team with the higher number of points is declared the winner.

*Sample Sketch*



Variations

- Instead of proverbs, the trainer may use the titles of books, songs, and movies or the names of famous people. For example: *Around the World in Eighty Days*, "Moon River," "Bridge over Troubled Water," "Michael Rowed the Boat Ashore," Queen Victoria, Bluebeard, etc.
- The group leader may request that two representatives from each team work together to draw the same proverb.
- The trainer may direct the teams to use a combination of art and pantomime. For example: A player may tug on his or her ear to indicate "sounds like" and then draw what the particular word does sound like. For example: To indicate the word "stitch," the player may draw a witch and then tug on his or her ear.

SAMPLE PROVERBS LIST

1. Man cannot live by bread alone.
2. He who laughs last laughs best'
3. A bird in the hand is worth two in the bush.
4. Money is the root of all evil.
5. The early bird catches the worm.
6. People who live in glass houses should not throw stones.
7. Look before you leap.
8. Steady wins the race.
9. Too many cooks spoil the broth.
10. Don't put the cart before the horse.