

ACTIVITY 1

MISHMASH DRAWING GAME

A simple drawing activity to warm people up to the idea of quick brainstorming, detaching themselves from their work and having fun.

All Ages / Activity Length: 5-10 minutes

Materials:

Paper and drawing tools (pen, marker, pencil)

Step 1

Have two members pick a random animal and share it with the group.

Step 2

Write both animals on a board for all to see. Set a timer for 2 minutes and announce that everyone is going to have 2 minutes to draw a fusion of the two animals. Reassure them that they do not need to be good drawings, just to focus on getting the general concept drawn out.

Step 3

Once the timer is up, have everyone drop their drawing tools.

Go around the group and have them each share their drawing.

Step 4

Repeat activity but with two new animals.

Step 5

After about 2-3 games, try altering the game in a few of the following ways. (see "Alterations")

Try to change one thing about the game at a time, so as not to cause too much confusion.

Alterations

Ways you can mix things up in this game are by:

- Have someone pick a third or even fourth animal.
- Replace one of the animals instead with:
 - A tool
 - A colour
 - A texture
 - A food
 - An item of clothing
 - or
 - If you feel like these are too limiting, open it up to choosing an animal, a noun/object and an adjective.
- Shorten the timer bit by bit can add a fun challenge

Finally, try to also take part in the challenge, keep it light and silly and encourage everyone's works and each member for participating every round.

Because everyone has such a small time frame, no one is expected to create a master piece. this game helps level the playing field for everyone and does well to be all inclusive.