



Game : How close can you get?

(Based on geometric shapes, descriptions and listening skills)

1 person sits at the front of the room and must describe a picture/design for others in the class to draw.

Students in the class cannot see the picture.

The aim of the game is to get as close as possible to the original drawing. It encourages clear descriptions and good listening skills.

Stages of the game that could be used:

1. Reader to face away from the class; no interaction.
(i.e. questions/answers allowed)
2. Reader to face away from the class; interaction allowed.
3. Reader to face class (at a distance, so as not to see individual pieces of work); no interaction.
4. Reader to face class (at a distance, so as not to see individual pieces of work); interaction allowed.

Some possible diagrams are shown on the Worksheet. Similar shapes and arrangements can be used for further drawings.

Diagram 1

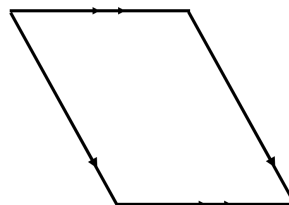
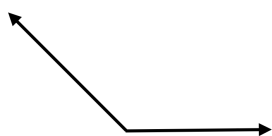
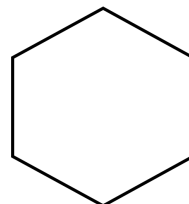


Diagram 2

