



4-H Quick Draw

This game is fun way to play art charades. Divide into teams and have each team get as far away from each other as possible. (in four corners of the room). The leader is in the center of the room and holds an envelope or box for each team containing 20 or 10 words or phrases on little slips of paper .

When the game begins, one member from each team runs to the center, takes a slip of paper out of their team's box, reads it and gives it back to the leader who discards it. The player runs back to his team, picks up a drawing pad and a marking pen, and tries to draw the word or phrase. No letter or words are allowed, only pictures. The team tries to guess the word or phrase by looking at the drawing. The artist may not speak until someone finally guesses correctly. As soon as the word or phrase is guessed, the next player runs to the leader and draws another slip of paper. Play continues until one team finishes all the words in the envelop or box.

The words and phrases should be the same for all teams. Also, it might be wise to have an adult referee with each team. In that case, each contestant should bring a slip of paper to his team referee, so he or she knows what phrase is and can determine when it is guessed. First team to finish should receive an award.

VARIATIONS: Use this for the different project areas that you are working with. Have different kinds of foods on the slips of paper for the Foods project or computer parts for the computer project.

4-H words: Head, Hands, Health, Heart, "To Make the Best Better", "Learn by Doing", Gavel, Awards, Foods, Computers, Photography, Friends, Ribbons, Food Show, Fair, Camps, Meetings, Fun, Pledge, 4-H Clover