

# Commercialisation of physical activity and sport

## “Pictionary”



**UNTAMED**ED  
EDUCATION



# “Pictionary”

## Task Instructions

1. Separate the class into groups. It can be organised so there are numerous games happening in the class i.e. 3 games with 2 teams in each. Or you can have one large class game with just two teams.
2. One student is nominated to draw in the team and someone in the opposing team must show them the top card.
3. They have 1 minute to draw whatever is shown to them on the card (they cannot use words or numbers). If the team guesses what is on the card they receive 1 point and another turn.
4. The drawer must rotate each time in the team and everyone must have had a turn before any person draws again.
5. If the team does not guess what is on the card in the 1 minute the turn passes over to the other team.

## Variations/Extensions

1. Instead of pictionary the game can be changed to charades and students must use only body language to express the word on the card.
2. The game can be interchangeable between charades and pictionary and students choose how they want to express the keywords.

## The Learning

1. This is both kinaesthetic and visual.
2. It allows students to consider the keywords in context and gives them another medium in which to learn about them.



# “Pictionary”

**Popularity**

**Slow Motion**

**Sponsorship**

**Sponsor**

**Global Fans**

**Grass-roots**

**Interviews**

**News**

**Awareness**

**Rule changes**

**Sensational  
stories**

**Role-models**



# “Pictionary”

**Publicity**

**Minority Sports**

**Minority Sports**

**Wages**

**Media Power**

**Sporting Pundits**

**Prize Money**

**Exposure**

**Fame**

**Positive Impact**

**Negative Impact**

**Media**