

Commercialisation of physical activity and sport

“Pictionary”



UNTAMEDED
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 can not 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 they can draw 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

Role Model

Global Fans

Grass-roots

Interviews

News

Awareness

Rule changes

**Sensational
stories**

Role-models

“Pictionary”

Publicity

Minority Sports

Disability Sports

Extreme Sports

Media Power

Sporting Pundits

Prize Money

Exposure

Fame

Positive Impact

Negative Impact

Media