



## EduTrend Contents

G4C · ART AND CRAFT GAMES · PRIMARY

# Pass the Picture

Start a drawing, pass it on every minute and add to each picture without rubbing anything out

Ages 5–10

Level: Developing

20 minutes

Groups of 3–6 · up to 30

Activity 02

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

## ACTIVITY 02 · AT A GLANCE

# Pass the Picture

Each child starts a drawing of anything they like. After 60 seconds, everyone passes their paper to the left. The next child adds something to the picture without rubbing anything out. Continue until each drawing returns to its first owner, then take turns describing what the picture has become.

## Learning outcomes

By the end of the session pupils can:

- start and add to drawings;
- adapt to someone else's idea;
- add detail;
- describe a shared picture.

**KEY WORDS**

draw · add · pass · detail · adapt · describe

**CURRICULUM LINKS**

Art and design: drawing. English: describing. PSHE: cooperation.

**1****WARM UP**

Hands and ideas ready

**2****EXPLAIN**

One game, one rule

**3****MAKE**

Try, change, try again

**4****SHARE**

Show and explain

**5****TALK**

What did you decide?

**6****TIDY**

Clear up together

## Materials (per child)

- One sheet of A4 paper per child
- Pencils or crayons
- Timer
- Worksheets 1, 2 and 3

## Before the session

- Prepare paper and pencils.
- Set a timer.
- Agree the no-rubbing rule.
- Model one pass.

**SAFETY**

Respect every drawing; no scribbling over others' work.

## ACTIVITY 02 · SESSION PLAN

# Step by step

Constraints push children to make decisions quickly and accept imperfect results.

| Time               | What happens                 | Say or ask                                         |
|--------------------|------------------------------|----------------------------------------------------|
| 0–2 min<br>Warm up | One-line doodles.            | <i>“Can you draw without lifting your pencil?”</i> |
| 2–3 min<br>Explain | Pass rules.                  | <i>“What can you add?”</i>                         |
| 3–16 min<br>Make   | Pass rounds.                 | <i>“What does this picture need?”</i>              |
| 16–20 min<br>Share | Describe the final pictures. | <i>“How did it change?”</i>                        |

**CHALLENGE CARD (print or copy onto the board)**

Add something to each picture that fits what is already there.

## ACTIVITY 02 · FACILITATOR NOTES

# The art game know-how in brief

Adapting to someone else's idea supports planning and flexible thinking.

A rule removes the pressure of a blank page.

## Common ideas to listen for

- "My picture is ruined." It has become something new.
- "I must draw big things." Small details count.
- "There's a right way." Every addition is a choice.

## Adapting the activity

### Support

Allow 90 seconds per turn and give a shared theme such as a garden.

### Stretch

Each addition must interact with an existing object, such as a bird on a roof.

**WORKSHEET 1**

# What I added

Name: \_\_\_\_\_

Class: \_\_\_\_\_ Date: \_\_\_\_\_

Record your additions.

## Additions

| Picture owner | I added |
|---------------|---------|
|               |         |
|               |         |
|               |         |
|               |         |

**WORKSHEET 2**

# Before and after

Draw how your picture started and ended.

**Started as / Became**

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## WORKSHEET 3

# Reflection

Draw or write.

**The best addition to my picture was...**

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FOR THE TEACHER

# Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

| Pupil | Adds relevant detail | Adapts to ideas | Describes the picture |
|-------|----------------------|-----------------|-----------------------|
|       |                      |                 |                       |
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|       |                      |                 |                       |

Suggested codes: W = working towards · E = expected · G = greater depth

**ABOUT THIS ACTIVITY**

Pass the Picture is a sample activity from the EduTrend Contents G4C Art and Craft Games programme (primary, level: developing). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at [edutrend.org](https://edutrend.org).

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