



DRAWING DETECTIVES

Number of players: Any even number

Space: Regular classroom

Materials needed: Music

Procedure:

Divide group into pairs. Distribute pens and paper to everyone. Without speaking, each person should draw six items they have used in the last three months. They should choose items which will help the other person to discover something about themselves and their interests, e.g. a person interested in fishing might draw a fishing pole or a fish; a musician might draw an instrument or a musical note, etc. Stress that drawing ability does not matter – it will be the Detective’s job to interpret whatever marks or images are presented to them. After drawing their images, ask each person to take a turn at being a Detective and guessing as much as they can about their partner. The partner should remain silent until the Detective has finished. Bring the whole group together and ask each person to introduce their partner to the whole group by saying what they have discovered about them.

Possible side coaching:

“Think about choosing items that will tell your partner something that is important to you.” “Remember: you don’t have to be a great artist to make an image that tells us something about yourself.”

Variations:

Instead of drawing objects each person could produce six items they have with them, e.g. keys, pens, membership cards. The Detective makes their assessment from these items. If you have a small group, instead of dividing into pairs, the drawings or objects can be shown to the whole group who all join in the guessing.

Processing points:

- How did you go about choosing which items to share?
- As a Detective, how did you go about deciphering your partner’s images?
- How are objects in our lives connected to who we are or who we would like to be? What other things tell us about a person’s interests or beliefs?

AKA: Detective

Source: Games for Social and Life Skills by Tim Bond