

PREPOSTEROUS PICTURES!

THE "ROLL THE DICE TO CREATE A PICTURE" SUPER FUN DRAWING IN 3-D CHALLENGE!

FOR ALL AGES. FOR 1 TO 1000 PLAYERS. ALL PLAYERS NEED A PENCIL, A DRAWING SURFACE, AND A COPY OF THESE TWO PAGES. YOU WILL NEED ONE 6-SIDED DIE, AND A CLOCK OR A WATCH.

THE CHALLENGE: TO CREATE A REALLY NEAT, 10 MINUTE, 3-D DRAWING BASED ON 4 RANDOM ELEMENTS CHOSEN BY ROLLING A 6-SIDED DIE.

THE CATCH: THE PLAYERS MUST INCORPORATE ALL THE RANDOM PICTURE ELEMENTS IN THEIR DRAWING. THE PICTURE MUST BE COMPLETED IN 10 MINUTES.

THE WINNER! ALL PLAYERS WHO COMPLETE A DRAWING USING ALL 4 RANDOM COMPONENTS WIN! SOUND FUN? IT IS! LET'S PLAY PREPOSTEROUS PICTURES!

1. PRINT A COPY OF THIS 2-PAGE GAME SHEET.
2. CHOOSE A PLAYER TO BE THE "TIME KEEPER," ROTATING THIS POSITION EACH ROUND. THE TIME KEEPER MAY ALSO PARTICIPATE.
3. ALL PLAYERS TAKE TURNS ROLLING THE DIE. THE PLAYER WITH THE HIGHEST ROLL IS THE "STARTER."
4. THE "STARTER" ROLLS THE DIE. WHATEVER NUMBER IS FACING UP DETERMINES WHAT CHARACTER WILL BE FEATURED IN THE PICTURE. FOR EXAMPLE, IF A 3 IS ROLLED, THE CORRESPONDING CHARACTER IN THE "CHARACTER CATEGORY" IS A **SNOWMAN**. DON'T START DRAWING YET, 3 MORE CATEGORIES NEED TO BE CHOSEN.
5. THE DIE IS NOW PASSED CLOCKWISE TO PLAYER #2 TO ROLL. WHATEVER NUMBER IS FACING UP DETERMINES WHAT FUN "ACTION" THE CHARACTER WILL BE DOING IN THE PICTURE. FOR EXAMPLE, IF A 2 IS ROLLED, THE **SNOWMAN** WILL BE "**TUNNELING UNDER**" SOME KIND OF OBJECT.
6. THE DIE IS NOW PASSED CLOCKWISE TO THE NEXT PLAYER TO ROLL. WHATEVER NUMBER IS FACING UP DETERMINES WHAT CRAZY "OBJECT" THE CHARACTER WILL BE ACTING UPON. FOR EXAMPLE, IF A 6 IS FACING UP, THE "**SNOWMAN**" WILL BE "**TUNNELING UNDER**" A "**GARDEN SHED**."

7. THE DIE IS PASSED TO THE NEXT PLAYER TO ROLL. WHATEVER NUMBER IS FACING UP DETERMINES IN WHAT PREPOSTEROUS LOCATION THE CHARACTER WILL BE ACTING ON THE OBJECT. FOR EXAMPLE, IS A 4 IS FACING UP, THE "SNOWMAN" WILL BE "TUNELING UNDER" A "GARDEN SHED" "IN THE REFRIGERATOR!"

8. NOW IT'S TIME TO DRAW! THE "TIME KEEPER" MAKES SURE ALL PLAYERS ARE IN POSITION WITH PAPER AND PENCIL POISED TO DRAW. THE "TIME KEEPER" CALLS "READY ... GO!" ALL PLAYERS HAVE 10 MINUTES TO DRAW THEIR OWN UNIQUE, BRILLIANT VERSION OF THIS PREPOSTEROUS PICTURE!

9. WHEN 10 MINUTES IS UP, STOP DRAWING. TAKE SOME TIME TO ENJOY EACH OTHER'S PREPOSTEROUS PICTURES! DISPLAY THEM ALL AS A GROUP ON THE WALL FOR EVERYONE TO SEE!

10. PLAY ANOTHER ROUND! LET'S SEE HOW MANY PREPOSTEROUS PICTURES YOU CAN CREATE IN A WEEK! BE SURE TO SEND US YOUR FAVORITE PREPOSTEROUS PICTURES FOR POSSIBLE POSTING IN THE STUDENT GAME GALLERY!

PICTURE COMPONENT CATEGORIES:

CATEGORY 1: CHARACTER

1. DINOSAUR
2. PENGUIN
3. SNOWMAN
4. ALIEN MONSTER
5. ANT
6. MACARONI

CATEGORY 2: ACTION

1. RACING TOWARD
2. TUNNELING UNDER
3. JUMPING OVER
4. FALLING OFF
5. CRASHING THROUGH
6. SLIPPING ON

CATEGORY 3: OBJECT

1. A GIANT SANDWICH
2. A STINKY SOCK
3. A ROLLER SKATE
4. A SWIMMING POOL
5. AN AIRPLANE
6. A GARDEN SHED

CATEGORY 4: LOCATION

1. UNDER YOUR PILLOW
2. IN A FISH BOWL
3. IN THE KITCHEN SINK
4. IN THE REFRIGERATOR
5. IN A PURPLE OCEAN
6. IN THE GARAGE