**Classroom Lesson Plan**

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| **Lesson Title** | **Grade Rage** | **Time Needed** |
| **Draw** | **6-12** | **10-20 minutes** |

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| **Domain** | **Mindset Standards** | **Behavior Standards** |
| **Career/SE** | **2, 5, 6** | **LS2, LS4, SMS7, SS1, SS2, SS4, SS6** |

**Learning Objectives:**

* **To allow team members to consider the drawbacks of one-way communication**
* **To encourage participants to clarify their understanding when receiving messages**

**Supplies/Materials:**

* **Copies of the drawing handout (attached)**
* **Additional sheets of paper, pens**

**Outline:**

1. Depending on the size of your class, you may need to break them into smaller groups. This activity works best for groups of 8-10 students.
2. Have your students (or smaller groups) stand one behind the other in a single line.
3. Briefly show the original drawing to the last person in line.
	1. With her finger, he/she “draws” the picture on the back of the person in front of him/her, who them draws on the back of the person in front of him/her, and so on down the line to the first person.
4. When the first person in line gets the “message,” he/she draws it on a sheet of paper.
5. Compare all the final drawings with the original to see how many different messages were received.

**Process Questions:**

* When does communication start to break down?
* What are some reasons our communication breakdown?
* What can we do to make sure our message is understood?
* What did you learn about communication that you can use?

Adapted from: Scannell, M., & Scannell, E. (2010). *The big book of team motivating games: Spirit-building, problem-solving, and communication games for every group.* McGraw-Hill Companies.

***Draw Picture***