

2. Pass the drawing

Aim: An introductory group activity that can be used on a number of different levels:

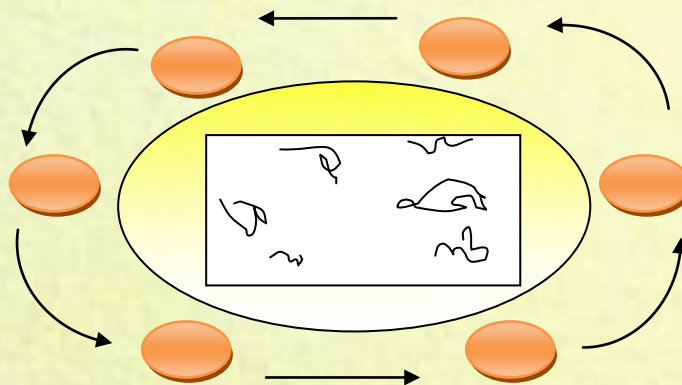
- As a warm up activity at the beginning of a session to allow group members to get to know each other.
- To engage and motivate group members.
- Establish cooperation and early trust between group members.
- As a metaphor to introduce the concept of collaborative learning.

Resources

Large sheet of drawing paper (A3 or larger)

Drawing pencils

Organise



- The participants into groups of 3, no more than 6 people.
- Seat them around a table big enough for the group to sit at comfortably.
- Allow enough space between each table so that participants can freely get up and walk around their table.
- Place a large piece of paper in the centre of the group.
- A pencil for each person.

(Virshup, 1975)

Instructions

Each group member will draw on the space immediately in front of themselves for one minute.

It is not important what is drawn or the quality of the drawing. “*Just start doodling.*”

The group member must draw for the entire minute.

Then on a signal by the Critical friend, the group members all stand and move to take the seat of the person on their right (see ‘Organise’ diagram).

Each group member proceeds to enhance their neighbour's drawing for the next minute.

On Critical friend’s signal, stand again and move to take the seat of the person on their right.

Further suggestions

If space in the room is restricted, do not stand and move, shift the paper one space to the right.

Critical friend is to time and signal the group members when to move.

The Critical friend is encouraged also to draw and be part of the drawing game.

Small group reflection

Each member of the group individually considers the completed image they started. To guide the group members’ thinking:

What was the original intention for the image?

How has the image changed?

Is the image successful?

Is the end result a surprise?

Group members share their thoughts with each other.

Small or larger group reflection

Speculate on the function of the “Pass the drawing” game?

Discussion may reveal:

We learn from each other.

Working with others we can add and improve to ideas.

Working with others encouraged team work.

We can learn individually while others can support us in our learning.

The drawing is a representation of our actions.

Shared responsibility and ownership of the work.