



How to run a Big Game!

Overview

The Big Pictionary Game is the original event that linked the frustrations of the Pictionary player with the communicative frustrations and struggles for people affected by autism. As far as we can tell, Alpha Autism was the first autism body to consider this link, as well as the first charity to use the much loved board game Pictionary as the basis for a fundraising event.

Alpha was looking for a new signature event that was unique with an authentic connection to the condition, and fused Pictionary with the Trivia Night format. In this version of the game, a table of players forms a large team that compete with other tables. Alpha found this format distinctive, interactive and entertaining.

Structure

The game format consists of 6 Rounds of Pictionary, as well as 6 Bonus Rounds of other quick fun games. Each Pictionary Round consists of:

- 10 clues in an envelope;
- 30 seconds per clue - 5 minutes per round;
- each team choosing a designated drawer per round/or the drawer changes with each question;
- each team choosing a scribe who writes down the answers on an answer sheet;

All the typical rules around Pictionary remain. Answers must be drawn and drawings may not contain, numbers, letters or symbols. The drawer may not speak whilst drawing.

At the beginning of each round, teams receive their envelopes which are numbered 1-6. Each round has a particular category. The standard Pictionary categories are: Person/Place/Animal, Object, Action, Difficult. This list is not exhaustive or prescriptive, other categories to consider are famous artists, rock albums, sports stars, historical events, celebrities...whatever you want.

An MC is required for this format, with their role being the time-keeper in the game. The MC announces when each set of 30 seconds passes. Using music to punctuate the rotation of 30 second sets is also helpful.

At the end of the round, tables swap their answer sheets to correct each other's answers.

We suggest that six Rounds of Pictionary are plenty to keep players fresh and not exhaust them. Bonus Rounds are also good to mix things up and fill out the time. These can include games such as paper aeroplane competition, Pictionary Mania clues (e.g., drawing with pencil in mouth, drawing with finger on someone's back etc.). Fundraising games such as closest gold coin to a bottle and lucky envelopes also help raise additional funds.