

Grade Level _____	This lesson was taught on: (write the day and date which this lesson was taught)	This lesson was taught to: (write the grade and name of the classroom teacher)
Does this lesson require Xerox copies? Yes/No		
How many copies? _____		

The Circle Game

Supplies

Pencils

Concepts

Drawing

Imagination/critical thinking

Procedure

1. Pass out "The Circle Game" handouts to students. Have students write their name and class code at the upper right hand corner of the worksheet.
2. Read the directions out loud to the class. Together discuss the "rules".
3. Decide what you think about designing circles to stay circles... or allowing extensions off of the circle. Circles staying circles would be a lot tougher and require lots of thinking! Vote with the class.
4. Before students start drawing, reiterate that this will take lots of imagination and they should not share their ideas with classmates. Also, reiterate that they are turning the circle into a recognizable object, not just a design.
5. As they work, Remind students that you will be looking for the person with the most circles and the most original circles.
6. After your pre-determined allotted time (do not allow students to tell you they are "done", they must keep working until time is up!) discuss with the class some of the things they drew.
 - a. Make a tally on the board how many people drew certain objects
 - b. What is something everyone drew?
 - c. Have students share their most unique objects
 - d. What is something no body else drew?
 - e. Write names of kids with the most object
 - f. Etc. Anything else you can think of!

***adapted from "ArtStarters" by Ande Cook ©1986
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The Circle Game

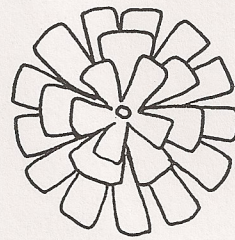
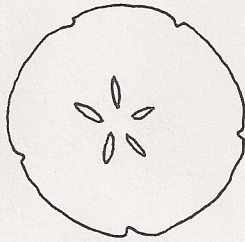
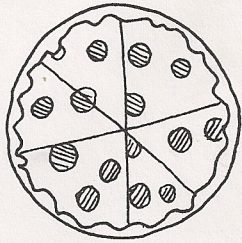
Draw as many circular designs as you can in 40 minutes. You can use this page or other paper. Search your visual memory files for every circular image you can! Think of both natural and humanmade designs. Game participants should decide before playing whether designs must strictly adhere to a

circle (like the pizza, sand dollar and zinnia) or if you can add to the circle (like the bomb). At the end of 40 minutes, determine:

Who has the most designs?

Who has designs that no one else thought of?

Which designs were the most common?



A grid of 20 empty circles arranged in 4 rows and 5 columns, intended for drawing designs.

