

PONY Pictionary

EQUIPMENT

- ❑ Red Horsemanship Pony Pictionary Cards - printed or viewed in a browser
- ❑ dry-erase board, markers, and eraser - or large pad of paper and pencil/pen/marker
- ❑ scorekeeping supplies: pen and paper or dry erase board
- ❑ timekeeping device: stopwatch or smartphone app



PREP

- 🐾 Print file on plain cardstock and cut into cards - or determine how to zoom in to view just one term at a time, using your mobile device.
- 🐾 Set up a dry erase board or drawing pad so that all students have a clear view of drawing area.
- 🐾 Arrange scorekeeping supplies and timer, and determine your time limit for each drawing round.

GAMEPLAY

Students get teammates to guess an equine object, term, or phrase by drawing pictures. No numbers or letters may be drawn and no verbal cues or gestures may be used.

- 🐾 Instructor will discuss all rules and ask for questions before play begins.
- 🐾 A student from Team A is selected to be the "Illustrator" for that round. Illustrator draws a card with the challenge word - or instructor shows student the word - in such a way that no other students can see the word.
- 🐾 Instructor starts timer and tells the Illustrator to begin. Illustrator starts to draw and teammates call out possible answers. Answers will be judged correct by the instructor and one point will be awarded to that student/team. If students fail to guess correct answer before the time limit is reached, no point is awarded.
- 🐾 Play then passes to Team B.
- 🐾 Suggested rules:
 - Students on each team take turns serving as the Illustrator.
 - Only teammates may call out answers - other teams must remain silent. If a student from a non-playing team calls out an answer, that student's team loses a point.

VARIATIONS

- 🐾 Younger students could be allowed to use gestures as well as drawing.
- 🐾 Teams may select one permanent Illustrator rather than rotating the position.
- 🐾 If a team guesses the word correctly, they may continue play until they fail to win a round, at which point play passes to another team.
- 🐾 Allow teams to choose words for *other* teams to guess.

CURRYCOMB	SPOOKING	LEAD ROPE
SADDLE PAD or SADDLE BLANKET	HEEL BULBS	BREAKAWAY HALTER
DISMOUNT	GROOMING	BIT
BLIND SPOT	BODY BRUSH	GROUND POLE
NEAR SIDE	ARENA	HOOF PICK
HALT	CHIN STRAP	HALTER
TIE RING	ON THE RAIL	BRIDLE
HOOF WALL	POMMEL	DANDY BRUSH

ASTM-SEI HELMET	BOLTING	HERD
REINS	BELL BOOTS	FLY SPRAY
PREDATOR	CONDUCTOR HANDS	SOLE
QUICK-RELEASE KNOT	FOOTFALL PATTERN	GIRTH or CINCH
BALANCED POSITION	SPACE BUBBLE	WARM-UP STRETCHES
BILLET STRAP or FENDER	DIVER TOES	CROSSTIE
POSTING TROT or JOG	FROG	PICKING A HOOF
MOUNTING BLOCK	HORSESHOES	HALF-CIRCLE REVERSE