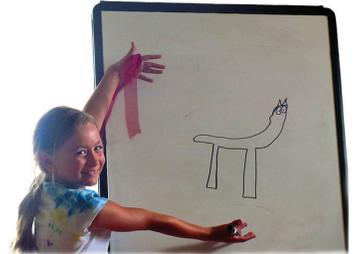


PONY Pictionary

EQUIPMENT

- HorseSense 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.

20-METER CIRCLE	EMERGENCY DISMOUNT	CONFLICTING AIDS
SAFETY SEAT	TWO-POINT POSITION	CORE MUSCLES
OUTSIDE LEG	GROUND POLE	ENTER AT A
SERPENTINE	CHANGE OF REIN	DRESSAGE TEST
SPOOKING	OPENING CIRCLE	PULLEY REIN
BUCKING	GRID	DIAGONAL PAIRS
COURSE	IMPULSION	HALF-CIRCLE REVERSE
CONTACT	HALT	INSIDE LEG

AIDS	BEND	SITTING TROT
SALUTE	TROT POLES	CROSSING STIRRUPS
APPROACH	REARING	TRACK LEFT
SUSPENSION	LONGE LINE	ONE-REIN STOP
RISING TROT	BOLTING	CORRECT POSTING DIAGONAL
STIRRUP STAND	HALF-TURN REVERSE	DISENGAGING HINDQUARTERS
CROWHOP	STIRRUP SCOOP	ACROSS THE DIAGONAL
COLLECTIVE MARKS	FREE WALK	DEPARTURE