How to Draw a Picture

* To play this game, each student should draw a simple picture using only straight, vertical and horizontal lines. They should then take a separate paper and mark one endpoint of each line with a dot and a letter. (At this point, the second paper should have several dots on it, accompanied by letters, but nothing else.) Students should then write out directions for how to draw the picture using the dots given. For example, the beginning of one student's directions may read, "Draw a 1-inch line up from A. Then draw a 2-inch line toward the right from B." Have students switch papers and see whether they can follow each other's directions to create the appropriate pictures.

Extension:

Make more interesting pictures by using angled lines. Teach compass directions and use a protractor.