

Draw-and-Guess Prompts for Adult Groups

Pick a prompt, sketch it so others can guess, and keep the round easy with short turns, clear passes, and no requirement to draw well.

Host guide / Letter / 3–12 adults; use teams or one shared circle / 10–25 minutes; 45–90 seconds per sketch

Read the guide privately first if this activity has hidden answers. Print single-sided at Actual size / 100%. Cut only sheets marked CARDS. Keep answer keys with the host.

What you need

- Per group: scrap paper or a small whiteboard and a dark marker.
- One set of prompt cards or a host who can privately show the clue.
- Optional timer; for remote play, use a blank shared canvas or chat guesses.

How to run it

1. Choose a prompt at random. The drawer reads it privately and may exchange it without explanation. Do not show the clue to guessers.
2. Explain the basic drawing rules: sketch the object, place, or action; do not write letters or numbers, spell with symbols, or say the answer aloud. Use simple lines and shapes.
3. Start a suggested 60-second round. Guessers may call out answers or type them in chat. The drawer may add details but should not feel pressured to produce a polished picture.
4. When the group guesses or time ends, reveal the prompt and move to another volunteer. A pass is always allowed; no one has to draw in front of the room.
5. Use a team format if people want a shared target, or let a single circle guess together. Avoid individual rankings; if keeping score, record team points only and skip scoring when it adds pressure.
6. Stop after several rounds, ask whether the group wants another category, and move on when ready. Do not treat correct guesses or drawing speed as evidence of skill.

Set a simple drawing rule

Tell the drawer that the clue can be shown with objects, shapes, positions, or a sequence. The default round avoids written words and numbers so guessers respond to the sketch. The host can allow a simple category label for beginners, but decide before the turn begins.

Some prompts are scenes rather than single objects. A quick sketch can use a few anchors: a horizon, a doorway, a person-sized stick figure, or two objects in relation. A rough picture is enough. If the clue is difficult, reveal it and continue rather than extending the turn indefinitely.

Keep the game accessible

Offer seated drawing and large paper. A participant who does not want to draw can choose the prompt, call time, guess, or host the next round. For people who find drawing difficult, use a digital whiteboard with shape tools or let the person arrange prepared shapes. A verbal description alternative changes the game but can preserve participation.

In remote meetings, the host can send the prompt privately to a volunteer. The artist may use paper and point a camera at the sketch only if comfortable; otherwise use a blank shared canvas or let the host redraw from the person's directions. Cameras and room views stay optional.

Choose a format for the room

For a small group, one shared circle keeps setup simple. For a larger group, divide into teams of four to six and rotate drawers. Explain how guesses work before starting so people do not talk over a quiet participant. A typed-chat option can slow a fast room and make remote play easier to follow.

Choose cards from Object Scene, Place Scene, Action Scene, or Imaginary Object. These labels help the host pick a comfortable prompt without revealing the answer. The set includes familiar and whimsical subjects, but none depends on a specific movie, celebrity, or product.

Printable host sheet

Read: "The drawer sees one private prompt and sketches it. No words, letters, or numbers in the default round. Guess out loud or in chat. You can draw, guess, host, or pass. A rough sketch is enough." Set a 60-second suggestion and allow a volunteer to exchange a prompt.

Reveal the clue after a guess or when time ends. Switch the drawer, not the person's score. At the end, thank participants and move on without interpreting their drawings.

Use the 50 prompt cards

The prompt bank mixes single objects, locations, and small actions. A host can print one card per slip, keep the clue side hidden, and let a drawer draw at random. If a clue feels unfamiliar or uncomfortable, swap it for another card.

For an easy variation, remove the timer and let guessers ask one neutral question about the sketch. For a harder variation, let the drawer choose only three shapes or lines. Keep both variations optional and do not use them to compare individuals.

CARDS / Draw-and-Guess Prompts for Adult Groups

<p>N_DRAW_GUESS-001 / Object scene</p> <p>A rolling suitcase beside a crooked direction sign</p>	<p>N_DRAW_GUESS-002 / Object scene</p> <p>A half-open umbrella hanging from a wall hook</p>
<p>N_DRAW_GUESS-003 / Object scene</p> <p>Three mismatched mugs stacked on a narrow shelf</p>	<p>N_DRAW_GUESS-004 / Place scene</p> <p>A lighthouse beside a winding footpath</p>
<p>N_DRAW_GUESS-005 / Action scene</p> <p>A paper airplane landing in an open box</p>	<p>N_DRAW_GUESS-006 / Object scene</p> <p>A bowl of oranges next to a folded map</p>

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<p>N_DRAW_GUESS-007 / Place scene</p> <p>A train platform with two clocks showing different times</p>	<p>N_DRAW_GUESS-008 / Object scene</p> <p>A rain boot beside a puddle shaped like a star</p>
<p>N_DRAW_GUESS-009 / Place scene</p> <p>A tiny garden growing inside a teacup</p>	<p>N_DRAW_GUESS-010 / Object scene</p> <p>A bicycle leaning against a very tall fence</p>
<p>N_DRAW_GUESS-011 / Object scene</p> <p>A chair under a lamp with a book on its seat</p>	<p>N_DRAW_GUESS-012 / Object scene</p> <p>A suitcase with too many luggage tags</p>

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<p>N_DRAW_GUESS-013 / Place scene</p> <p>A bridge crossing a narrow river</p>	<p>N_DRAW_GUESS-014 / Object scene</p> <p>A coffee cup balanced on a stack of notebooks</p>
<p>N_DRAW_GUESS-015 / Object scene</p> <p>A folded paper boat floating beside a dock</p>	<p>N_DRAW_GUESS-016 / Place scene</p> <p>A market stall with striped fabric overhead</p>
<p>N_DRAW_GUESS-017 / Object scene</p> <p>A key hanging from a balloon</p>	<p>N_DRAW_GUESS-018 / Object scene</p> <p>A row of shoes outside a meeting room</p>

1 inch / print at 100%

25 mm / print at 100%

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<p>N_DRAW_GUESS-019 / Action scene</p> <p>A plant reaching toward a sunny window</p>	<p>N_DRAW_GUESS-020 / Place scene</p> <p>A bench facing a hill with a winding path</p>
<p>N_DRAW_GUESS-021 / Object scene</p> <p>A clock with hands pointing in opposite directions</p>	<p>N_DRAW_GUESS-022 / Action scene</p> <p>A teapot pouring into a cup that is too small</p>
<p>N_DRAW_GUESS-023 / Object scene</p> <p>A map with one dotted route and three landmarks</p>	<p>N_DRAW_GUESS-024 / Action scene</p> <p>A person trying to carry a tall stack of books</p>

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<p>N_DRAW_GUESS-025 / Action scene</p> <p>A suitcase rolling down a gentle ramp</p>	<p>N_DRAW_GUESS-026 / Object scene</p> <p>A tiny sailboat made from a leaf</p>
<p>N_DRAW_GUESS-027 / Imaginary object</p> <p>A ladder leaning against a cloud</p>	<p>N_DRAW_GUESS-028 / Object scene</p> <p>A long scarf caught on a bicycle handlebar</p>
<p>N_DRAW_GUESS-029 / Place scene</p> <p>A window with a flowerpot and two birds</p>	<p>N_DRAW_GUESS-030 / Object scene</p> <p>A stack of pancakes shaped like a staircase</p>

1 inch / print at 100%

25 mm / print at 100%

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<p>N_DRAW_GUESS-031 / Object scene</p> <p>A door with three different handles</p>	<p>N_DRAW_GUESS-032 / Place scene</p> <p>A bus stop with a bench and a large clock</p>
<p>N_DRAW_GUESS-033 / Place scene</p> <p>A picnic blanket with a chessboard and fruit</p>	<p>N_DRAW_GUESS-034 / Object scene</p> <p>A paper lantern reflected in a puddle</p>
<p>N_DRAW_GUESS-035 / Place scene</p> <p>A small shop with a striped awning and a round window</p>	<p>N_DRAW_GUESS-036 / Action scene</p> <p>A person untangling a garden hose around a flowerpot</p>

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<p>N_DRAW_GUESS-037 / Place scene</p> <p>A rowboat tied beside a pier at sunset</p>	<p>N_DRAW_GUESS-038 / Object scene</p> <p>A bookshelf with one book leaning the opposite way</p>
<p>N_DRAW_GUESS-039 / Place scene</p> <p>A set of stairs ending at a closed gate</p>	<p>N_DRAW_GUESS-040 / Object scene</p> <p>A snow globe containing a tiny lighthouse</p>
<p>N_DRAW_GUESS-041 / Object scene</p> <p>A compass beside a folded paper map</p>	<p>N_DRAW_GUESS-042 / Action scene</p> <p>A hand holding a kite string with a looping tail</p>

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<p>N_DRAW_GUESS-043 / Object scene</p> <p>A teacup next to a saucer shaped like a leaf</p>	<p>N_DRAW_GUESS-044 / Object scene</p> <p>A suitcase open with neatly rolled clothes inside</p>
<p>N_DRAW_GUESS-045 / Place scene</p> <p>A street corner with a bakery sign and crossing signal</p>	<p>N_DRAW_GUESS-046 / Object scene</p> <p>A tall stack of empty boxes beside a hand truck</p>
<p>N_DRAW_GUESS-047 / Action scene</p> <p>A person planting a row of herbs in small pots</p>	<p>N_DRAW_GUESS-048 / Imaginary object</p> <p>A bridge made of books across a narrow gap</p>

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<p>N_DRAW_GUESS-049 / Object scene</p> <p>A chair with a small table tucked underneath</p>	<p>N_DRAW_GUESS-050 / Place scene</p> <p>A crescent moon over a row of rooftops</p>
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Hosting questions

Do people need to be good at drawing?

No. The round is about making a guessable sketch, not producing polished art. A participant may also host, guess, or pass.

Can we use letters or numbers?

The default rule avoids words, letters, and numbers. A host can allow a category label for a beginner round if that is agreed before the turn.

How long should a drawing turn last?

About 60 seconds is a useful starting point. Shorten or extend it by group preference; do not make speed a personal score.

Can we play over video?

Yes. Use a blank shared canvas, chat guesses, or an opt-in camera view of a sketch. Cameras and room views should remain optional.

Original AI-assisted resource with AI editorial review. Independent human playtesting and physical printing have not been completed. Answer, listen, or pass.