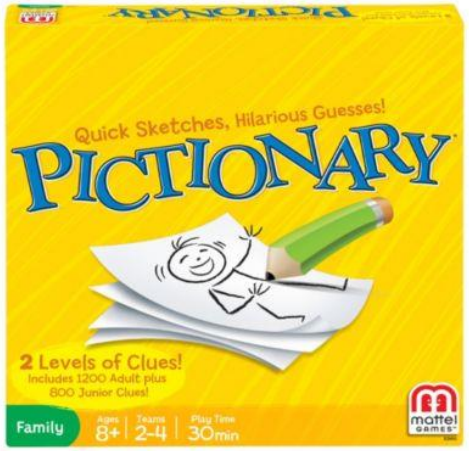
GOSPEL RULES



Pictionary

These Gospel Rules may be applied to any version of Pictionary.

As you'll see, for this Gospel Rule you'll need a six sided die or another way for the person whose turn it is to randomly select a number from 1-6.

This Gospel Rule comes from Mark 8:24-25. Look it up.

Use the ordinary rules for Pictionary along with these Gospel Rules:

1. After her card has been taken, but before the timer is started on a player's turn, she must randomly select a number from 1-6 so that no one else sees the number.
2. That player must draw the thing on her card as if it is expressing on of these emotions, based upon the number randomly selected:
    1) Happy
    2) Sad
    3) Angry
    4) Relaxed
    5) Scared
    6) Excited
3. The players who are guessing must say the feeling in addition to the thing that is being drawn. For example if the thing is "tree" and the number selected is 3, they must guess "angry tree."

Want to explore this Gospel Rule further? Here are some prompts to help you do that:

What do emotions look like? We might think that we know the answer to that question. In reality we often miss emotional cues in others, especially when their experience is different from what we expected. Having to draw emotions onto inanimate objects should hopefully widen your range of what an emotion is. Even if you resorted to making feeling emojis next to your drawings, you at least probably thought about an emotion in a new way.

What is something new that you learned about how an emotion might be expressed?

In Mark 8:22-29 Jesus gradually brings site to a man who had been living with blindness. This happens gradually such that the man first mistakes people for trees. He eventually sees what is before him clearly. Right after that, Jesus tests how clearly his disciples are able to see who he really is. They are able to see the Messiah—the hero they have all been waiting for.

How do you think the interaction with the man who had been living with blindness effected how the disciples saw Jesus?

In one or two of your own words, what is the game-changing idea behind these Gospel Rules?