

A small game, ready to print

14 cards - two from every deck

Print this four-page PDF once, single-sided at Actual size / 100%, on the matching paper size. Cut the cards on pages 3-4 along the dashed borders. Black-and-white is fine. You need scrap paper, pencils, scissors and a timer. Keep all cards face down.

Suggested 15-minute mixed game

For a small group comfortable with English scenes: 0-3 minutes explain rules and split into two teams; 3-13 minutes play eight turns, using 45 seconds to guess and 30 seconds to change players; 13-15 minutes count points and wrap up. Timing is a suggestion, not a tested duration. Preparation is separate.

Use these cards in order

Drawing: DK-01, DK-02, DA-01, DH-01.

Acting: AK-01, AK-02, AA-01, AH-01.

Alternate teams after every turn. The six other sample cards are optional replacements before play. For young beginners, use just the four DK/AK cards, allow 90 seconds, and enjoy a shorter cooperative game.

One point, no penalties

Only the artist/actor sees the card. Start when they are ready. Their team guesses. Award one point for the full idea or close equivalent; a generic verb is not enough for a layered scene. On pass or timeout, score 0 and move on. No stealing or extra card during that turn. Most points wins; ties share the win.

Draw or act

Drawing: pictures only; no words, letters, numbers, speech or answer gestures. Acting: silent gestures only; no sounds, mouthing, air-written letters or props. For movies, guess the film title; agree word-count/syllable signals and acceptable translated titles before play.

Make it comfortable

Let anyone pass. Preview unfamiliar prompts. A reader may quietly help children. Use seated or adapted movement; mime objects and avoid climbing, running or contact. Movie familiarity varies and is not a film age rating.

Keep the sample. Share the game.

The free sample is a usable small activity, not a locked demo.

Seven decks represented

DK kids drawing; DA adults drawing; DH hard drawing; AK kids charades; AA adults charades; AM movie charades; AH hard charades. Each has two cards in this sample. Cards appear in the deck order above on pages 3-4. The final sheet has two cards; its remaining paper is intentionally unused.

Quick tally

Team A: _____ + _____ + _____ + _____ = _____

Team B: _____ + _____ + _____ + _____ = _____

For a cooperative game, use one shared tally instead.

Full pack compared with this sample

The full pack has 240 different cards (226 more), seven separate decks, 30/60-minute plans with kids/adults/challenge card lists, a 24-turn score sheet and deck labels. Each full PDF is 27 pages. Both editions offer A4 and US Letter alternatives with identical content; they do not double the unique card count.

Availability

The full pack is available for US\$4.90 as a one-time purchase, before any applicable tax. The website tools stay free; these are the same prompt collections, packaged for offline hosting. There is no sign-up or payment in this sample.

Sample permission

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Independent activities

Pictionary is a trademark of Pictionary Incorporated. WordGeneratorKit is not affiliated with or endorsed by that owner, Mattel or any film rights holder. Film titles identify prompts only. No film art, dialogue or official game rules are reproduced.

Print check: this line should measure 50 mm (about 1.97 in). If it differs, correct scaling before printing cards.

A little of every deck

DK / DA / DH: draw pictures. AK / AA / AM / AH: act silently.

DK-01 Easy kitten Animals	DK-02 Easy pencil Everyday objects
DA-01 Medium a delayed flight Everyday life	DA-02 Medium a pottery class Leisure
DH-01 Hard a second chance Abstract ideas	DH-02 Hard a mirror showing tomorrow Impossible scenes
AK-01 Easy putting on a coat Daily actions	AK-02 Easy a hopping rabbit Animal moves
AA-01 Medium greeting someone whose name you forgot Party situations	AA-02 Medium presenting with a broken projector Workday
AM-01 Easy Finding Nemo Familiar adventures	AM-02 Medium Jurassic Park Big screen stories

A little of every deck

DK / DA / DH: draw pictures. AK / AA / AM / AH: act silently.

AH-01

Hard

**trying to hide a surprise
while decorating**

Conflicting intentions

AH-02

Hard

**a magician discovering
the rabbit escaped**

Two stage scenes