

ZOOM SCULPTIONARY

What you'll need

- Play-Doh or Modeling Clay
- Clues: Use the clues provided or have the Timekeeper come up with new ones!
- Timer

How to Play

Form 2 teams (Tip: Rename yourself on Zoom to keep track of your teammates!) Designate an impartial player to keep time and score.

Choose 1 person from each team who will be the Sculptor for Round 1. Team A's Sculptor will go first. Each team will have 2 minutes to try and guess 5 clues. The Timekeeper will use the chat function to privately send Team A's Sculptor the first set of clues at the start of Round 1.

When time starts, the Sculptor will try to mold the clay into the clue shapes for their team members to guess. The goal is to guess all 5 clues within 2 minutes. If the team can't guess a clue, the Sculptor can move on to the next clue but will not receive a point. You may come back to any skipped clues if time allows. Each correct guess counts as one point.

When Team A's time is up, Team B will go. The Timekeeper will send Team B's Sculptor a different set of clues and start the timer. The team with the most points wins Round 1.

You may change Sculptors for each round or keep the same Sculptor. Continue for 3 Rounds, then tally the points from each round. The team with the most points wins! If a tie breaker is needed, the Timekeeper will send both team's Sculptors the same clue—the first team to guess in 30 seconds wins!

artspace

THE CLUES

ROUND 1

Team A

Fall Leaf
Muffin
Acorn
Book
Tree

Team B

Pumpkin
Cloud
Football
Sunflower
Slice of Pie

ROUND 2

Team A

Boots
Frog
The Moon
Guitar
Apple

Team B

Campfire
Shooting Star
Banjo
Squirrel
Tent

ROUND 3

Team A

Truck
Mushroom
Owl
Sweater
House

Team B

Bike
Rabbit
Winter Hat
Wreath
Ear of Corn

TIE BREAKERS

Scarecrow
Cornucopia
Turkey

ALT OPT

ALTERNATIVE OPTION

Can't sculpt? Don't have the right materials? Try your hand at Zoom Pictionary using the annotate feature built into Zoom!

First click here to learn how to enable and use the annotate feature.

[LEARN HOW](#)

Then check out how to turn on the whiteboard.

[LEARN HOW](#)