Draw what I say

25 minutes · Ages 3 to 5 · Prompt writing · Free to print and share

Goal

Children learn that clear, detailed words help someone else make what they imagine.

Vocabulary

- describe
- colour
- size
- detail

Materials

- Whiteboard or paper for the teacher
- Crayons

Warm-up (5 minutes)

Say "Draw a monster" and draw something silly and unexpected. Ask: "Is that what you imagined?"

Activity

1. Explain: "I can only draw what you tell me. Let's tell me more."
2. Children add one detail at a time: colour, size, how many eyes, what it's wearing. Draw each detail as it's said.
3. Compare the first drawing with the last. Which one matches what they imagined?
4. In pairs, one child describes a creature, the other draws it, then swap.

Talk about it

- Why did the drawing get better?
- What words helped the most?

Check for understanding

Each child gives a description with at least two details (a colour and one more).

No devices?

The whole lesson is unplugged.

Going further

With a grown-up typing, describe a character to a drawing tool and compare it with the child's own drawing.

Safety: students never type names, schools or other personal details into any tool. kidsgamearcade.com/schools · © 2026 SOEngineered LLC. Free to print and share for teaching; not for resale.