Instructions: The following cards can be cut out to play either Charades or Pictionary. A reminder of the rules for each game:

PICTIONARY

1. Setup:
   - Gather the necessary materials: a game board, a timer, the Civic Pictionary cards (see below), drawing pads or whiteboards, and markers or pens for drawing.
   - Divide players into two teams.
   - Choose a designated area for each team to sit, with enough space for everyone to see the drawings.

2. Rules:
   - Each team will take turns sending a "drawer" to draw a word or phrase from the Pictionary card without speaking or using letters, numbers, or symbols.
   - The drawer has a limited amount of time (usually 60 seconds) to draw, and their team must guess the word or phrase correctly within that time to earn a point.
   - The drawer cannot use verbal or non-verbal cues, such as pointing or nodding, to help their team guess.
   - The opposing team acts as the timekeeper and keeps track of the time using the timer.

3. Gameplay:
   - The team that goes first selects a player to be the first drawer. They draw a card from the deck or have a card chosen for them by the opposing team.
   - The drawer silently reads the word or phrase on the card and begins drawing it on their drawing pad or whiteboard, in plain view of their team.
   - The drawer's team members actively guess what is being drawn. They can shout out their guesses, but the drawer should not respond or provide any hints.
   - If the team correctly guesses the word or phrase within the time limit, they earn a point. If they cannot guess it or the time runs out, no points are awarded, and it becomes the other team's turn.
   - Gameplay continues, alternating between teams, until a predetermined number of rounds or points has been reached. The team with the highest score wins the game.
CHARADES

1. Setup:
   - Gather the necessary materials: a timer or stopwatch and the Civic Charades cards (see below).
   - Divide players into two teams.
   - Choose a designated area for each team to sit or stand, with enough space for players to perform their charades.

2. Rules:
   - One player from each team will take turns acting out a word or phrase silently, using only gestures, body movements, and facial expressions.
   - The acting player's team members must guess the word or phrase correctly within a given time limit to earn a point.
   - The acting player should not speak, make any sounds, or use any props or objects to aid in their performance.
   - The opposing team acts as the timekeeper and keeps track of the time using the timer.

3. Gameplay:
   - The team that goes first selects a player to be the first actor. They can draw a word or phrase randomly from the charades cards or have one chosen for them by the opposing team.
   - The actor silently reads the word or phrase and begins performing it through gestures and body language in front of their team.
   - The actor's team members actively guess what is being portrayed. They can shout out their guesses, but the actor should not respond or provide any verbal hints.
   - If the team correctly guesses the word or phrase within the time limit, they earn a point. If they cannot guess it or the time runs out, no points are awarded, and it becomes the other team's turn.
   - Gameplay continues, alternating between teams, until a predetermined number of rounds or points has been reached. The team with the highest score wins the game.
Voting

Teaching

Serving in the military

Serving on a jury

The Revolutionary War

The Bill of Rights

The Constitution

Protesting

Police Officer

Firefighter
Fixing a pothole
Delivering the mail
Checking a book out of the library
Mount Rushmore
Grand Canyon
White House
House of Representatives
Senate
Supreme Court
Statue of Liberty
American Flag
Soldier
President
Mayor
Nurse
Bus Driver
Construction Worker
Golden Gate Bridge
Brooklyn Bridge
Empire State Building