

Who What Where Jr.

Components

- Who Cards
- What Cards
- Where Cards
- Scoring Cards
- Scoring Tokens
- Sand Timer

Overview

Who What Where is a drawing game for two or more players. To play, players try to draw funny scenes such as “A Giraffe Riding a Bike in a Cave” or “A Dog Playing Soccer on the Moon” and many more. Other players try to guess what was drawn.

Getting Started

Each player takes the following:

A Who card, a What card, and a Where card. Look at your cards, but don't show the other players.

Drawing

1. Each player gets a pen or pencil and a piece of paper.
2. Turn over the two-minute timer.
3. ALL players now try to draw the scene described on their cards. For example, if your cards are “A Bear Playing Soccer on a Spaceship” you might draw a big furry creature kicking a ball inside a rocket.
4. Players MAY NOT use letters or numbers anywhere in their drawing.
5. Players MAY NOT speak while drawing.
6. When the timer stops, ALL players must stop drawing.

Guessing

1. The youngest player turns over the timer and holds up his or her drawing. Everyone else guesses aloud what was drawn.
2. To make a guess, players should say what they think the scene is. For example, a player might yell out “A Dog Riding a Bike on the moon”.
3. Guessing is NOT done in turn. Anyone can yell out a guess at any time.

4. The artist should tell the players when they get a part of the scene right. (Players may count a guess as correct if it is very close to what is on the card. For example, if the card says "In a school" and someone guesses "In a Classroom" the guess should be counted as correct).
5. Players keep guessing until ALL 3 PARTS of the Who What Where scene have been guessed correctly OR THE TIMER RUNS OUT.

*Tip: If players are stumped, the artist may give hints, make hand gestures, or answer questions. This can be very useful when trying to figure out a difficult scene. Simple yes or no questions- like "Can it fly?" or "Have I been to this place?" are often good to help figure out what the drawing is.

Scoring

Scoring in Who What Where Jr. is OPTIONAL. Younger players may want to play without scoring. Older players may want to use scoring. Which works as follows?

1. If ALL 3 PARTS of the scene are guessed correctly ALL THE PLAYERS take 1 token.
2. If only part of the scene is guessed correctly (1 or 2 parts) then players guessing these parts receive one token for each correct guess. The artist also gets a token for each part guessed correctly.
3. After each round, players count their tokens and enter their score on a separate piece of paper. All tokens are then returned to the centre for the next round.

Continuing Play

1. Play continues to the right with each artist in turn holding up his or her drawing and the other players guessing until all the artists have had a chance to show their drawings.
2. Round One is now over, and Round Two begins. Players each pick a new set of Who What Where cards, draw a new scene on the back of their drawing sheets, and continue playing in the same manner.

Finishing the Game

1. Play three rounds total (for the third round take a new sheet of paper).
2. If you're playing with scoring, at the end of the three rounds count up your tokens. The player with the most token wins!