



## TOOL | Collective Lines

TIME REQUIRED: 15 MINUTES

Need a quick warmup to help change the mood in a meeting? The Collective Lines warmup activity lets participants play while intentionally practicing skills for creative problem solving including: building on each other's ideas, rapidly generating ideas, and sketching.

### USING THIS TOOL WILL HELP YOU:

- Get your group laughing and playing together
- Help people get comfortable with creative problem-solving skills
  - building on each other's ideas
  - generating ideas under time pressure
  - making ideas visual

### THE TOOL

Collective Lines is a warmup game played in a series of quick rounds. Each participant is given a single piece of paper that has instructions for an object or a scene to be drawn. Participants have 15 seconds to draw **one component** of their given object or scene. Once time is up, everyone must pass their template to the person on their left. Each person now has a new sheet of paper with a drawing from the last person who held that template. They now have 15 more seconds to draw yet another component, building upon the drawing that is already on the paper. This continues until all parts of the drawing are complete – which is a great time for everyone to share the final drawings that they have created. You can come up with your own prompts for each drawing, but below are a few examples to get you started.

Draw a Robot	Draw the Parliament Buildings	Draw a Castle
<input type="checkbox"/> The robot's tough, durable body <input type="checkbox"/> The robot's propulsion system (E.g., wheels, rockets, etc.) <input type="checkbox"/> The helpful task it is performing <input type="checkbox"/> The robot's refueling station <input type="checkbox"/> The robot's companion accessories	<input type="checkbox"/> Parliament hill (the hill, not the buildings) <input type="checkbox"/> The patriotic shape of the building <input type="checkbox"/> The majestic front entryway <input type="checkbox"/> The classically inspired rooftops <input type="checkbox"/> The futuristic windows and clock tower	<input type="checkbox"/> The rough shape of the building <input type="checkbox"/> A moat surrounding the castle <input type="checkbox"/> A fancy drawbridge door <input type="checkbox"/> A tall circular tower <input type="checkbox"/> Old windows with bars across them <input type="checkbox"/> A winding path leading up to the door

After going through this exercise, it is helpful for the facilitator to discuss some of the main skills behind the exercise (building on each other's ideas, rapidly generating ideas, and sketching) and how these apply to the remaining content of the meeting.

## PRINCIPLES FOR USING THIS TOOL

- Use colourful markers! Giving everyone a different colour makes it easier to see the contributions that each individual added.
- Make sure that each component you ask people to draw builds on another component. This forces participants to respond to and build upon the work that came before them.
- Some people are intimidated by drawing – remind them that the game is not to draw well, but to play with and build on others' work in a creative way.
- Have fun! Think about things that would be fun or unusual for people to draw and build them into your instructions.

## THE TOOL IN PRACTICE

Here's an example of what a template for participants might look like.

### Warm Up: Draw an Animal


Collaborate with your team to create a never-before-seen animal, recently discovered in the wilds of northern Ontario.

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*Instructions:*

1. Pick one item from the list below.
  - ☐ The animal's unusual body
  - ☐ The animal's adorable head and face
  - ☐ The animal's scary legs and feet
  - ☐ The animal's soft, cuddly fur and tail
  - ☐ The animal's warm, inviting home
  - ☐ The animal's favourite food
2. Draw the item you chose.  
Use the space to the right, building on any drawings that are already there.
3. Pass this page to your left.

This animal is called \_\_\_\_\_



## DIVING DEEPER

<sup>1</sup>This resource is adapted from [Bridgeable's](#) guidelines for facilitated group ideation sessions which has many more tools that can help unleash a group's creativity

<sup>2</sup>[Gamestorming](#) is another great resource filled with group games and creative activities for brainstorming