

MONSDRAWsITY

IN THE CLASSROOM

Dear fellow educator,

As an educator myself, I'm always looking for interesting ways to introduce concepts, assess comprehension, and provide opportunities for structured play. To my delight, teachers around the world have told me many creative ways they've used MonsDRAWsity for just those purposes. These teachers' stories inspired me to start collecting examples of ways teachers have used MonsDRAWsity in the classroom. I hope you're able to use some of the examples on this flyer as inspiration for your own lessons and activities.

Wishing you a great year,
Eric Slauson, designer of MonsDRAWsity

HOW TO PLAY

- Your first step is to assign one friend to be "the witness". This is the player who will see the monster, remember it, and try to describe it as best as they can! The rest of you will be sketch artists, and it is your job to draw what the witness saw.
- The witness will have 20 seconds to look at the monster card and try to memorize as many details as they can. After 20 seconds, they will put the card down (without revealing it to any other players) and have two minutes to describe what they saw to the sketch artists so they can recreate the monster. Make sure other sketch artists can't see your work!
- During the two minutes of describing and drawing, sketch artists can ask as many questions as they want. Once two minutes are up, the sketch artists reveal their drawings, and the witness picks who they think is the closest!



SCIENCE

ADAPTATIONS/BIOMES

- Students make inferences about the environments monsters live in based on their anatomy.

ANATOMY

- Students learn terms used to describe anatomy (distal, dorsal, medial, anterior, etc.)

GENETICS

- Students create and draw hybrids by mixing two creatures together. Students determine which attributes are dominant and recessive in creature and create Punnett Squares.

PSYCHOLOGY

MEMORY

- Students learn the parts of the brain responsible for memory, the different types of memory, then discuss the weaknesses of memory.

WORLD CULTURES

FOLKLORE/MYTHOLOGY/CRYPTOZOOLOGY

- Students learn about the monsters from cultures around the world and discuss what might be learned about a culture's values based on the monsters it creates as a part of its folklore.

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ELA

DESCRIPTIVE WRITING

- Students write descriptions of a monster, focusing on imagery and adjectives.

PEER REVISION

- Students trade descriptions and practice giving constructive feedback. What details were missed? What words would have been good to use?

WRITING PROCESS

- Students revise and edit their descriptions to be more descriptive, accurate, and grammatically correct.

ART

DESIGN YOUR OWN MONSTER

- Students study skills used by creature concept artists and anatomical/zoological illustrators and draw their own monsters.

TEXTURES/SHADING

- Students are limited to using only one color to draw a monster, but use skills like crosshatching to create texture/depth and shading.

WORKING WITH A GRID

- Students place a grid over the monsters to practice using a grid when painting/drawing.

SCULPTURE

- Students create 3d versions of the 2d monsters.

SOCIAL EMOTIONAL LEARNING

Playing MonsDRAWsity can help students practice SEL skills such as:

- How to gracefully give and receive feedback
- Active listening skills (eye contact, asking questions, etc.)
- Taking turns speaking during collaboration
- Building confidence, celebrating others
- Communication
- Reflecting
- Identifying problems

WORLD LANGUAGES

VOCAB PRACTICE

(parts of body, adjectives, animals, etc.)

- Students learn words and practice describing the monster using these words.

LATIN/GREEK ROOTS

- Students pretend they discovered a monster and give it a name using binomial nomenclature based on Latin and Greek roots.

CAREER AND TECHNICAL EDUCATION

CAD

- Students use CAD software to create 3d models of a creature, perhaps then 3d printing the creature.

WORKING WITH CLIENTS/USING BRIEFS/ITERATIVE DESIGN

- Students gain experience working with clients who are unsure about what they actually want. Students will revise their initial illustrations based on client feedback.