

TUE JOY STREET CARDS

Graffiti challenge activity

Description

Creative activity for children's 6-10. The product enables artistic expression without complex mechanical components. A creative, prompt-based art activity where players draw cards and fill the "wall" or any art medium with bold ideas. This is not a drawing lesson and there are no wrong answers. Each round invites players to explore creativity, confidence, and self-expression.

Objective

Create a piece of art inspired by the prompt cards. The goal is not to win, the goal is to **create boldly, take creative risks, and complete challenges.** Players may play for one round or multiple rounds. There is no scoring.

Components

- Prompt Card Deck (18 cards total)
 - 3 types of Prompt Cards: 9 Identity, 8 Motion & Flow, and 1 DIY
 - 1 ??? card included (DIY). Promote space for creativity by the players setting new challenges.

- Wall template for free. Download it at thegamecrafter.com

- Best when bundle with Trust Yourself t-shirt by Oteogo. You can buy this item at <https://www.mayrariostheauthor.com/product-page/trust-yourself-youth-cotton-crew-neck-t-shirt-unisex>

Setup

- Make a list of possible challenges for the ??? cards (DIY).
- Download wall template or use a blank paper.
- Shuffle and place the prompt card deck face down in the center of the table.
- Give each player one blank wall frame page. You can download the page from the Game Crafter game page for free.
- Make sure art tools are within reach. Art tools: (Markers, crayons, pencils, or other dry drawing tools).
- Decide whether you are playing solo or with multiple players.

Starting Player

The youngest player goes first. Play continues clockwise.

Starting The Game

The first player draws **one prompt card** from the deck.

Read the card out loud.

Both players begin creating on their wall frame page using the prompt as inspiration.

There is no time limit unless players choose to add one.

The Second Turn and Beyond

- Each new turn begins by drawing a new prompt card.
- Players may:
 - Start a new wall page
- Players may talk, collaborate, or work silently.

Winning And Losing the Game

There is **no winning or losing**.

The game ends when:

- Players decide to stop, or
- All players feel their wall is complete.

Finished artwork may be kept, shared, displayed, or saved.

Additional Instructions

- There are no wrong answers.
- Prompts are invitations, not rules.
- Players may interpret prompts in any way they choose.
- Encourage full-page creativity.

Alternate Rules

Fast Mode

- Set a timer for 5 minutes per card.

Collaboration Mode

- Two players work on the same wall page, taking turns after each card.

Silent Mode

- No talking while creating.

Solo Mode

- One player draws cards until satisfied with the final piece.

An Example of Play

Round 1

- Alex draws a card: *“Start with a mistake.”*
- Alex makes a messy mark, then builds the art around it.

Round 2

- Sam draws a card: *“One color only.”*
- Sam chooses blue and fills the wall with shapes.

Round 3

- A DIY is drawn.
- The player creates art complying with the challenge: *“Draw without lifting your hand.”*

The game continues until everyone is done.

Credits

The following people made this game possible.

Game Concept: Mayra Ríos
Artwork: Mayra Ríos
Play Testers: Kids, families, and creative collaborators

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