

Paper Hat Tricks Handout A

If you are the “Reader” in the first round, read the following instructions for your partner to follow.

PAPER HAT INSTRUCTIONS A

1. Draw a line for a floor.
2. Draw a Christmas Tree. Add decorations if you feel so inclined.
3. Draw a star on top of your tree.
4. Draw a fireplace with a mantel next to the tree.
5. Draw a stocking hanging from the mantel of your fireplace.
6. Draw a present below the tree.

After your partner has completed these instructions, review their paper hat together and use the scoring matrix below to assign points for each quality indicator. Tally the total number of points for the final score.

SCORING MATRIX

1. Give yourself 2 points if the tree touches the floor.
2. Give yourself 2 points if your stocking is touching your mantel.
3. Give yourself 1 point if your star touches your tree.
4. Give yourself 1 point if your star is above your tree.
5. Give yourself 1 point for every Christmas ornament ball that is ON your tree, etc.
6. Give yourself 1 point if your fireplace doesn't touch the tree (it's a fire hazard!). :-)
7. Give yourself 1 point if you actually drew something decorative on your stocking (or something cute, like a tiny kitten peeking out).
8. Give yourself 2 points if your present is under your tree.
9. Give yourself 2 points if you felt confident while you were drawing.
10. Give yourself 3 points if your partner encouraged or motivated you in any way during your drawing.

Total Points:



Paper Hat Tricks Handout B

If you are the "Reader" in the second round, read the following instructions for your partner to follow.

PAPER HAT INSTRUCTIONS B

1. Draw a squiggly line for the ocean
2. Draw a circle for an island
3. Draw a tree on the island
4. Add some coconuts to the tree
5. Make a bird flying over the ocean, toward the tree.

After your partner has completed these instructions, review their paper hat together and use the scoring matrix below to assign points for each quality indicator. Tally the total number of points for the final score.

SCORING MATRIX

1. Give yourself 2 points if the squiggly line goes from one side of the plate to the other.
2. Give yourself 2 points if your island is round.
3. Give yourself 3 points if your tree is on the island.
4. Give yourself 2 points for each coconut that's on the tree.
5. Give yourself 1 point if your bird is facing the tree.
6. Give yourself 3 points if you said anything positive about yourself as you were drawing.
7. Give yourself 3 points if you felt excited to give this activity a try.

Total Points: