



Squiggs®

# Imagination with Squiggle Time! Activity

Teacher's Guide

# Activity: Imagination with Squiggle Time!

---

## The Squiggle Time imagination exercise

Albert Einstein once said that the imagination is more important than knowledge. For perspective let's consider the difference between the words **knowledge** and **Imagination**.

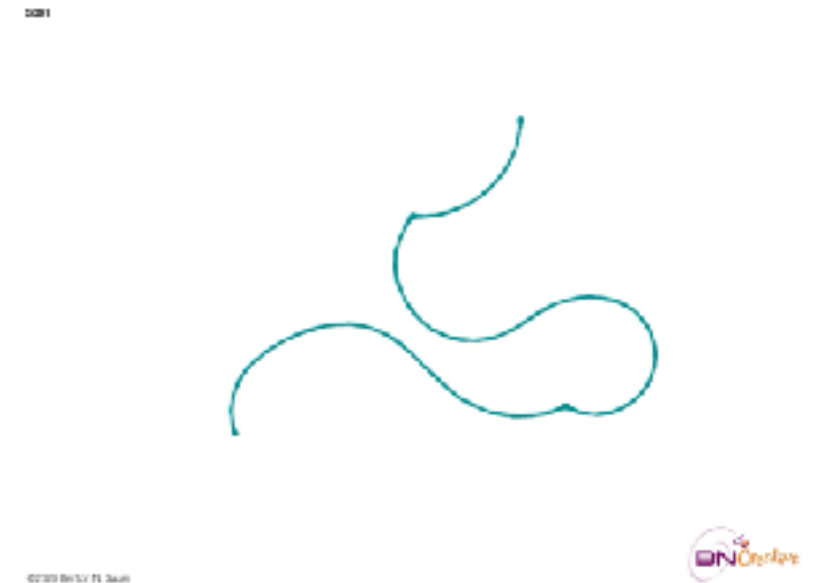
**Knowledge** is defined according to Merriam-Webster as:

1. information, understanding, or skill that you get from experience or education
2. awareness of something : the state of being aware of something

Some definitions of **Imagination** as defined according to Merriam-Webster include:

1. the act or power of forming a mental image of something not present to the senses or never before wholly perceived in reality
2. awareness of something : the state of being aware of something
3. creative ability
4. ability to confront and deal with a problem : RESOURCEFULNESS (use your imagination and get us out of here)
5. the thinking or active mind : INTEREST
6. a creation of the mind

Our Squiggle Time Exercises have been designed as both a drawing and as an imagination development exercise. As a drawing exercise, Squiggle Time is somewhat like an abstract version of the game pictionary. In pictionary, a person is given a word, action, etc, to describe through drawing and has a short time to quickly sketch out that which is described so that other players can guess what is being drawn. Based on the person's drawing ability, these sketches often look a bit abstract and those trying to guess what is being drawn need to use their imagination and intuition to figure out what these rough, and often abstract, lines represent. These often rough drawings may often look like what we would call Squiggle Lines.



## Ex. Squiggle Time Video





# Activity: Imagination with Squiggle Time! (cont'd)

## The Squiggle Time imagination exercise

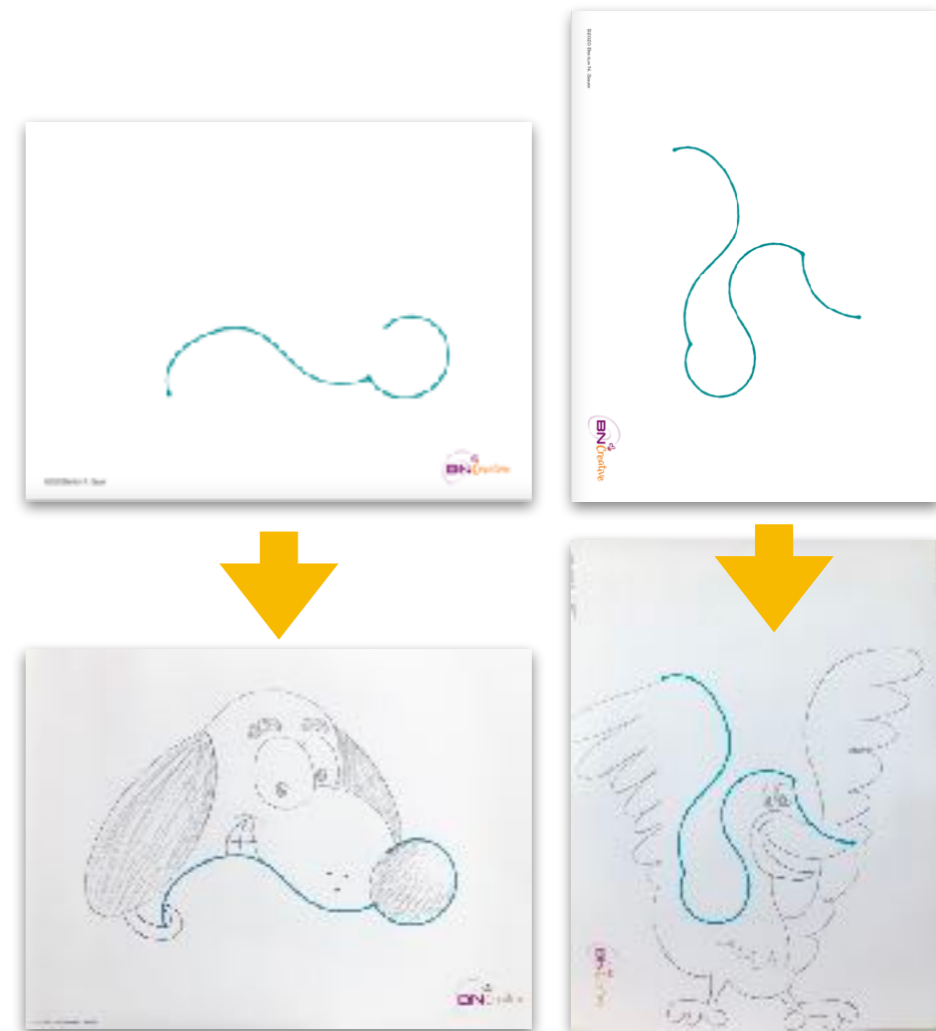
Our Squiggle Time Exercises have been designed as both a drawing and as an imagination development exercise. As a drawing exercise, Squiggle Time is somewhat like an abstract version of the game pictionary. In pictionary, a person is given a word, action, etc, to describe through drawing and has a short time to quickly sketch out that which is described so that other players can guess what is being drawn. Based on the person's drawing ability, these sketches often look a bit abstract and those trying to guess what is being drawn need to use their imagination and intuition to figure out what these rough, and often abstract, lines represent. These often rough drawings may often look like what we would call Squiggle Lines. The student uses the Squiggle Line as the starting point to draw a picture.

As an imagination development exercise, the Squiggle Line represents the starting context for idea generation! Depending on how the student looks at the line, along with using their imaginations will determine what they see (or can imagine!). What the student "sees" in the Squiggle line often has to do with what they are interested in, such as animals.

The main goal of this exercise is to encourage the use of and stretching of your thinking and imaginations!

### The Squiggle Time Video Exercise:

To begin exercise the student is provided with an animated abstract line sequence to watch. To start the exercise simply have the students hit the play button (or hit the space bar). They can chose to stop playing the video at any point. The point at which they stop is the Squiggle Line the student must use. They can take a screen grab of this line by **pressing command, then shift and 4** on the key board and click and drag the area to capture. This screen grab can then be used to draw on in a digital painting software or can be printing out and drawn on traditionally. The goal of the exercise is to come up with a creative idea using the Squiggle Line as inspiration!



**Ex. Squiggle Ideas from line captures!**

