

Speedy Sketch – Abstraction Challenge

Abstraction – What is it?

This activity is an introduction to abstraction, which is an important concept in computing. Abstraction is the process of removing unnecessary detail and focusing on the overview – this increases efficiency and makes it easier to share information with others. An example of abstraction is abstract art! This kind of art used shapes and colours rather than detail.

Speedy Sketch Activity

This activity should be played as a game, with at least 2 players. Choose a random object from the list provided and draw it in less than 20 seconds. If the other player works out what the object is, you get a point! Repeat this for as many rounds as you like, or until you've run out of objects.

What You'll Need

This handout or plain paper
Pens/pencils
A timer

Why are we doing this?

Abstraction is an important part of computer science, because it means we need less memory and it makes processes faster. This means that it increases efficiency.

Example Sketch – Abstract Tree



Extension Activity

Try playing the game in 3 rounds – for round one, you'll have 20 seconds to draw. For round 2, you'll have 10 seconds to draw, and for round 3 you'll have 5 seconds!

You could also add your own words to challenge the other players!

To be truly abstract, try limiting yourself to using just these shapes: circle, rectangle, triangle, square.

Collection of Words

Dog

Carpet

Lighthouse

Lanyard

Car

Television

Tree

Window

Wellies

Robot

Cat

Hand

Cactus

Rabbit

Clouds

Candle

Sun

Hammer

Stereo

Paintbrush

Pencil

Lamp

Italy

Hairbrush

Elephant

Helicopter

Happiness

Tennis
Racket