

Back2BasicPlay – Training Program

- The Foundation of Cooperative & Non-Competitive Play & Games
 - Character Education through Creative Recreation
 - Team Building Exercises

* addressing character education & healthy lifestyles *

We invite everyone to participate to their fullest and provide opportunities to stretch individual limits while promoting group cohesiveness.

Come and learn...Come and play...

Purpose:

- ✚ To identify issues and trends with today's youth, discover the intricacies of a basic game, and how, through the use of the (now defunct) New Games Foundation, discover ways to play that helps produce children of character and children with healthier lifestyles.

Goals and Objectives:

- ✚ Discover actual components which make up every game
- ✚ Learn how to scientifically modify, adapt and create a unique game, thus fostering play opportunities for all
- ✚ Getting back to basic play – opportunities for development of character and promotion of healthy lifestyle outcomes are experienced
- ✚ Experience different types of games and different ways to play, which include: ice breakers, trust play, creative play, initiative tasks as well as aggressive (but controlled) play, formerly known as *soft war*
- ✚ Identify leadership techniques required to be an effective cooperative play facilitator. These skills include; Roles, Responsibilities, Qualities, Techniques and Freedoms
- ✚ Discover first hand how basic play is critical to effective human interaction and its role in balancing today's (over) technology-based games
- ✚ Understand the components of character education and why it's necessary to address them at an early stage in child development
- ✚ Understand why many of today's youth are living passive lifestyles (with little pure play) and what the effects are
- ✚ Participate in a creative recreation exercise and be able to understand how it addresses health and social concerns as well as character education

Description:

- ✚ **Character Education portion:** A variety of research shows that nationwide, children today are lacking core values such as kindness, respect, integrity and accountability. The importance of instilling character education in today's youth needs to be at the top of the agenda for all professionals. We will review both the components of character education and learn how interactive play can be utilized to help instill core values.
- ✚ **Cooperative based-play portion:** We begin by playing. We get back to basics and experience pure play along with others. Games such as: Name Train, Snap, Hog Call, People to People and Group Juggle are all but a few of the games we will play. You will see the original 1976 slide show (upon request) from the New Games Foundation that takes us back to those that started the movement on cooperative, non-competitive play. The session ends as we discover basic game components and learn a technique on how to adapt, modify and/or create a "new" game.
- ✚ **Team Building Portion:** We begin by playing a progressive series of more challenging small group activities – each with a focus on working – not individually – but together.... communication... problem solving...and cooperation. The group is faced with a variety of challenges – some physical – some mental – where brainstorming, negotiation and acceptance are all critical to success. We learn the necessity for success sometime means – placing everything in the hands of others.

Needs Identification:

- ✚ A growing problem for society is that many of our children are living passive lifestyles. Children are spending much more time watching TV, using computers and playing video games. These lifestyles are resulting in not only health concerns such as obesity, but also social concerns. We are raising a generation of kids who lack core values. Many children are missing out on opportunities to increase self-esteem, learn appropriate communication and leadership skills because they rarely interact with their peers in a meaningful way. It is our responsibility to give our youth opportunities to become people with character. One way to achieve this is to allow children to be in control of their own play in a structured environment which requires meaningful social interaction.
- ✚ Where has basic play and gamesmanship gone? Has technology and social issues overtaken the child's inherent right to simply play with their peers? Has imaginative play disappeared? Has the competitive nature of traditional sports and games limited the type of child who can participate and be accepted by their peers? In New Games, everyone plays – everyone wins – the way we play together creates an environment that's "just for the fun of it"...while bringing us to our goal....Producing children of character with healthier lifestyles.
- ✚ Are we interacting with our peers as effective as we possibly can? Do we work in a trusting environment? Are we "working" in a positive/fun atmosphere? Has technology and social issues overtaken our inherent right to simply play with others? Do we understand the importance and value of interacting with our peers in a playful, trusting environment?

Typical Six Contact Hour Workshop Format (7.5 hour total):

- ✚ Ice Breakers (warm-up games)
 - 60 min
- ✚ PowerPoint Presentation – Lecture portion (character issues/value of play)
 - 30 min
- ✚ Small Change Soccer (How to modify and adapt any game)
 - 15 min
- ✚ PlayMaker process (Learn how to randomly mix and match components to create a brand new and unique game)
 - 30 min
- ✚ Games – Ways To Play (trust/creative play/soft war)
 - 120 min
- ✚ Watch the 1976 original NEW GAMES slide show
 - 30 min
- ✚ Team Building: Physical and Cognitive challenge activities
 - 60 min
- ✚ Group Process/Debriefing/Closure/Q&A period
 - 15 min
- ✚ Accounting for a 30 minute registration period, 30 minutes for lunch and two 15 minute breaks – program duration is approx. 7.5 hours (.6 CEU)

What you provide:

- ✚ Large Indoor (gymnasium style) and classroom space with access to restrooms
- ✚ Indoor seating; over-sized projection screen (need extension cord as well) and two 6' – 8' tables (must have smooth tops)
- ✚ Ideally, a group of 20 - 30 (eager) participants works best
- ✚ Smaller/larger groups can work....but group dynamics do play a critical role.....we can discuss your specific needs
- ✚ Participants must wear sneakers and dress for ACTIVE play – Reasonable accommodation is always taken into consideration
- ✚ Beverage/lunch breaks
- ✚ LCD Projector with external audio Speakers
- ✚ Large easel – poster boards/paper – tape – non-bleed-thru markers
- ✚ Registration Coordination
- ✚ Exhibit/Vendor tables are encouraged (offsets your costs)
- ✚ Certificate of Completion per your groups CEU requirements

What we provide:

- ✚ All play & recreation equipment
- ✚ Access to Informative Hand-Outs (free digital web site for participants)
- ✚ Lots of Fun and New Ideas ... and a ton of energy!
- ✚ Laptop

Program Fees:

- ✚ \$995 – New England Region – plus travel expenses
 - Sessions are typically 6 Contact hours in length – can be adjusted upon request to meet your CEU needs (7.5 hours total)

We say...”Bring lots of energy, wear sneakers and be prepared for a lot of FUN”

John LaRue is President/Founder of Back2BasicPlay, Inc, - cooperative-based play instructor – He holds a Bachelor's (1979) and a Master's (1989) degree in Recreation (Certified Therapeutic Recreation Specialist). He is also a Certified Playground Safety Inspector, as well as a Contributing Writer to More New Games (1981), Games and Great Ideas (1995) and holds the copyright to The PlayMaker/Games Generator™ kit.

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