

SMALL CHANGE SOCCER *(a most basic game)*

Playing...to generate a *new game* is rather easy...

Basic Game Concepts: SMALL CHANGE SOCCER – ingredients

GET YOUR GEAR	EQUIPMENT	→	3 PENNIES
SET THE SCENE	ENVIRONMENT	→	BOUNDED FIELD
GET IN POSITION	STRUCTURE	→	OPPOSING SIDES
SET YOUR MISSION	OBJECTIVE	→	SCORING
GET SET GO	ACTION	→	PUSHING/SLIDING
SET YOUR ROLES	ROLES	→	GOALIES
GET YOUR GROOVE	RITUAL	→	KICKOFF

This is a very basic and easy to learn game. It is a great way to help you understand the concept of creating a game. All you need are three pennies, a “bounded field” (such as a table or floor with markings), there are two sides (offense/defense), you are trying to score a goal, you must slide/push a penny between the other two pennies (never using the same penny twice in a row, except after the kickoff), there are goalies that make a goal (with two fingers), and the ritual to start the game is a kickoff in your own end. ...essentially follow the ingredients!

It's a seven step process:

1. (Equipment): Three pennies
2. (Environment): Let's imagine we are at a soccer stadium
3. (Structure): A 3x6 table works great...boundaries are the ends/sides of the table. If there is no table...use masking tape on a floor (make sure the floor is clean, slippery and free of debris). Some gymnasium floors have pre-taped designs. This is 1 on 1...each person takes one end of the playing field. Flip a coin to decide who goes first.
4. (Objective): Trying to score a goal (get one point). First one to 5 wins; and you must win by two!
5. (Action): You must push/slide one penny at a time, and break the plane of the other two. You must alternate which pennies you hit, making sure you do not hit the same one twice in a row (except after initial kickoff). If you slide a penny off the table (or outside of the lines on a floor)...you lose your turn. If you do not break the plane...or do not break the plane enough so you can hit another penny...you lose your turn.
6. (Roles): Try to knock one penny, into the goal that your opponent has made with their fingers (index and pinky)...there is offense and defense.
7. (Ritual): Each time you start your turn...you must do a “kickoff” from your goal area (line up the three pennies in a triangle shape...edges touching...two pennies on top...one below....and “hit” the bottom penny....with enough force to send the top two pennies flying....

Ok....after we have mastered Small Change Soccer...on to the...

NEXT STEP....time to CHANGE one ingredient.....changing out EQUIPMENT...

- a. Keep in mind...the basic rules of Small Change Soccer....
- b. Now, remember the rules/strategies of Small Change Soccer, but replace one of the Game Components (Equipment) with (three) of something else, e.g. hoops, chickens, balls, disks, etc)
- c. Practice playing this new version of the game ... following basic rules of Small Change Soccer...but with the new equipment...and after 4-5 minutes do a show and tell (don't forget a name for the game)
- d. Everyone essentially played Small Change Soccer rules, but by changing one component (substituting another piece of equipment for pennies), the game became "new"
- e. The Create-A-Game Grid takes us to the next step. We have an opportunity to change, manipulate all of the components or ingredients that make up a game.

Remember....it's just like making chocolate chip cookies..."mixin and matchin" are
ENCOURAGED

**“Adapting games is based on your powers of observation”
(More New Games, pg 98)**

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