

# HOW DO YOU LEAD YOUR OWN GAME SEMINAR?

So...you want to run your own program with a bunch of willing participants...

## 1. Play a few ice breaker games (1/3<sup>rd</sup> of your time)

- Process afterwards... How many games did you play, and in how many minutes? Write up a list of games you played. Does the name of the game help you remember how to play the game? Was there winning and losing? Were there traditional referees? Did the facilitator play, referee, or both? Was there a feeling of competition?

## 2. Introduce the game of Small Change Soccer (1/3<sup>rd</sup> of your time)

- Ahead of time, be sure you have three pennies, know where there is a suitable place to play, and get someone to play with you that knows how to play the game (or give someone a crash course)
- Introduce that you are going to play a very basic and easy to learn game...all you need are three pennies, a bounded field (such as a table or floor with markings), there are two sides, you are trying to score a goal, you must slide/push a penny to break the lane of the other two (never touching the same penny twice in a row), there are goalies that make a goal with their fingers (index and pinkie), and to start the game, there is a kickoff in your own end)
- Play The Game – explain the Game Components as you play....do it a few times
- Break up the players into small groups (usually make up no more than 4 groups)
- Instruct them to copy the rules/strategies of Small Change Soccer...but to replace one of the Games Components (Equipment) with something else, e.g. hoops, chickens, balls, disks, etc)
- Have them practice playing their new version of the game...then after 4-5 minutes of practice...have everyone do show and tell (don't forget a name for the game)
- Everyone essentially played Small Change Soccer rules...but by substituting pennies...the game became..."new"

## 3. Now it's time for the Game Grid – inventing something brand new (1/3<sup>rd</sup> of your time)

- Games are similar to cookie recipes. While a recipe is made up with a variety of ingredients...so aren't games. As you mix and match ingredients for cookies...you make different kinds of cookies...as you mix and match ingredients that make up a game...you create different games.
  - i. What are ingredients to make chocolate chips cookies? (Have the group brainstorm)...Ask them what would happen if you substituted butter scotch chips in place of chocolate chips? What do you have? That's what they just did with Small Change Soccer...substituted pennies, for things such as chickens, hoops, disks, etc...essentially the same game...but yet different.

The Games Grid takes us to the next step...we have an opportunity to change, manipulate all of the ingredients:

- **GET YOUR GEAR**, also known as your **EQUIPMENT**, props for the game
- **SET THE SCENE**, also known as your **ENVIRONMENT**, imagine where you are
- **GET IN POSITION**, also known as your **STRUCTURE**, how are you formed to play
- **SET YOUR MISSION**, also known as **OBJECTIVE**, what are you trying to accomplish
- **GET SET GO**, also known as **ACTION**, what occurs during play
- **SET YOUR ROLES**, also known as **ROLES**, do players have a title?
- **GET YOUR GROOVE**, also known as **RITUAL**, what you do before, during and/or after
  - i. Get back into your groups
  - ii. Randomly come up with a 7 digit number, 0-9, any order, repeat as often as you want (have them write it on a notepad)
    - Hint, be sure that each group picks a different “Get Your Gear” number...so you may want to suggest to a group...”please change that number from 4 to a 7”
  - iii. Start “mixing” the ingredients....
  - iv. Will need 5-8 minutes to get things together...
  - v. Do show and tell (don’t forget to come up with a name for the game).
  - vi. After each game...group process...brainstorm ideas on how to improve the game...and then play it again.

#### 4. Summarize

- Creating a new game empowers everyone to think, lead, imagine and work together.
- The Game Kit we suggest is suitable for roughly 2 dozen kids
- Let the players create their own games...then, play them all and VOTE on the coolest games
- Start up a “Best of *Generated Games*” list.
- Hint: Keep a chicken in your back pocket at all times!

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