Components that Create a Game...

I'm bored. Let's play something new! How many times have you heard that as a teacher or recreation leader?

We have just the cure…that's right… it's time to get to "basic-play." This provides an innovative way to generate a brand new game each and every time. But before we turn you into a *Games Creator,* we have to first decide what actually makes up a game.

Every game is comprised of a variety of components or ingredients, kind of like a cookie recipe.

 How Are Games and Cookies Alike?

- All cookies are made up of ingredients, such as flour, sugar, salt, baking soda and powder, etc. Then you add your favorite ingredients, such as chocolate chips, walnuts, raisins, cinnamon, peanut butter…etc.

- Depending on how you "mix" the ingredients, you come up with a different cookie!

- Generating a brand new game is just as easy as dreaming up a new cookie recipe.

- Games are made up with ingredients too, which we call Game Components.

- There are seven (7) different components, and each of those has ten (10) subcomponents (see the following Grid)...yes...the subcomponents can change/vary....

- By mixing and matching these components, you then organize and establish a "recipe" for you to follow which makes a brand new game.

- You can add other components and subcomponents....the "rule" here is simple....this is a creation process...so feel free to create...

- I'm not a math whiz by any means...but it's something like 7 to the 10th power...yikes...thousands of possibilities are waiting to be discovered (anyone want to get me the actual number)?

For example:

Traditional baseball involves batters, fielders, umpires, bases, bats, balls, strikes, balls and a certain line-up. Now, what would happen if we scrambled up those components? For example, play with two balls at once or how about run backwards on the bases? Maybe we could substitute a baseball with beach ball? With the Create-A-Game-Grid we can manipulate the components to our hearts' content. The possibilities to create a unique one-of-a-kind game are endless!

Before you create a game, you first need to understand the seven components that make up a game.

The Seven Game Components*

1.	**EQUIPMENT**	GET YOUR GEAR	→ Choose the EQUIPMENT you want to use
2.	**ENVIRONMENT**	SET THE SCENE	→ Pretend what the ENVIRONMENT is and how this will influence the game
3.	**STRUCTURE**	GET IN POSITION	→ STRUCTURE get in a line, circle…or some other type of position
4.	**OBJECTIVE**	SET YOUR MISSION	→ What is your primary OBJECTIVE?
5.	**ACTION**	GET SET GO	→ What ACTION is occurring?
6.	**ROLES**	SET YOUR ROLES	→ What are the ROLES? Are there special characters?
7.	**RITUAL**	GET YOUR GROOVE	→ What RITUAL do you do at least once before, during or perhaps after the game?

* There are a boatload of books out there that have game recipes...I happen to like what the New Games Foundation put together back in the early 80's (See the resource list for book info published by the New Games Foundation...it's the best...*in my opinion that is*)...

There is an old saying I learned years ago....
     "people learn best by doing".....so kids have to get busy...

The best and most efficient manner of learning how to "manage" THESE game components...is to get introduced to...

...SMALL CHANGE SOCCER….*coolest game in town....*