THE GAMES GRID*   Have fun and be creative!

The Seven Game Components and Ten *RANDOM* Subcomponents*

	1	2	3	4	5	6	7
	EQUIPMENT	ENVIRONMENT	STRUCTURE	OBJECTIVE	ACTION	ROLES	RITUAL
0	Flying Disc	Airplane	Bounded Area	Capture	Sitting	Free Someone	Rolling
1	Rubber Chickens	Car	Human Chain	Throwing	Carrying	It/Not It	Toss Some Gear
2	Gator Skin	Woods/Forest	Opposing Lines	Score Goals	Push Away	Everyone On Their Own	Roll Dice
3	Bataca/Boffer	Beach	Circle	Achieve	Eyes Closed	Some are Blindfolded	Counting
4	Bouncy Ball	Water	Square	Guessing	Crawling	Be Scary	Singing
5	Dice	Factory	Safety Zone	Tagging	Pulling	Goalie	Bowing
6	Playchutes	Outer Space	Combat Zone	Responding	Running	Imposter	Dancing
7	Hula Hoops	On Stage	Form a Pile	Racing	Wink	Form At Least 2 Teams	Food
8	Poly Spots	Gym	Free Form	Keep Adding	Jump	All/Some are Partners	Shake Hands
9	Scooters	Field	Back to Back	Eliminating	Signal	Form a Group	Spin in a Circle

*Create-a-Game Grid (Adapted from <u>More New Games</u>, Doubleday & Comp.; 1981 OOP)

How to Play:

✧ Pick a random 7 digit number between 0 and 9. You may repeat a number as often as you like and you may put them in any order. Using a telephone number works well (just don't forget to use the 0 or 1 as the first number once in awhile as they always seem to get left out)

✧ Lets say you picked….1,6,1,0,0,9,2

   o Let's see what components we now have to "mix"
      1. Equipment..........Get Your Gear (1) ------------   Rubber Chicken
      2. Environment ......Set The Scene (6) -------------   Outer Space
      3. Structure.............Get In Position (1) ------------   Human Chain
      4. Objective............Set Your Mission (0)----------   Capture Something
      5. Action.................Get Set Go (0) -----------------   Sitting
      6. Roles..................Set Your Roles (9) ------------   Form A Group
      7. Ritual..................Get Your Groove (2) ---------   Roll Dice

So what do we do with these 7 games components? We suggest you first get your Gear in hand, then Set Your Scene, followed by Get In Position. From there, introduce one ingredient at a time. This is where the game begins. The process of manipulating the games components and getting the creative juices flowing are a part of the actual game. Let's look at what we can do with the different components we've chosen…

✧ OK, if we are in Outer Space…maybe we have to move in SLOW MOTION….so…a bunch of "astronauts" are searching for alien life (could that be a chicken)…but because we are in space…we need to form a human chain to "pass" a chicken (we don't want chickens floating away)…maybe we are trying to put together a "group" of chickens…but…how many chickens get passed at a time…maybe that's where the "roll of the dice" comes in…uh oh…watch out for those Aliens (those are the people sitting down)…if a chicken gets dropped (or floats away) it might be captured…

✧ Just keep playing and it's A-OK to change the rules, because with the Grid, the Players make the rules. For instance, up in space it sure gets dark. Maybe someone changes the game by adding a component to blindfold the astronauts…components can be added or changed at any time

✧ You might want to come up with a unique name for your game such as Spaced-Out Chickens!

Back2BasicPlay

Teaching kids to generate games:

Demonstrate Small Change Soccer

a. 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)

b. Introduce that you are going to play a very basic and easy to learn game. All that is needed 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, and to start the game, there is a kickoff in your own end)

c. Play the game with someone and have everyone watch

d. Have the players break into pairs and play the small change soccer for several minutes

e. Discuss the seven (7) game components and explain how every game is comprised of these seven components

f. Split into small groups (6-8 players works well)

g. Instruct players 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

h. Open a discussion for a few minutes on how they are going to play their new version of the game, and then have them PRACTICE. After 4-5 minutes, have everyone do a show and tell (don't forget to have them come up with a name for their game)

i. Explain that everyone essentially played Small Change Soccer rules, but by changing one component (substituting another piece of equipment for pennies), the game became new

j. Next, as a group, have them discuss and choose two other components to change in the game they just played, to make another new game. Again, they have to discuss how to go about playing the game. Then have them play this *new game*. Once you feel they are comfortable with changing various components, introduce the Game Grid.

k. Explain that the Grid takes us to the next step. We have an opportunity to change and manipulate **all** of the components or ingredients that make up a game. Introduce the Grid and introduce the 7 Ingredient Headings (Game Components)

Back2BasicPlay

Empowering Others to Generate Their Own Games:

1. Have the players get back into their groups

2. Have them randomly come up with a 7 digit number, 0-9, any order, repeat as often as you want (have them write it down)

3. 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"!

4. Follow the example provided

5. Typically, participants will need 5-8 minutes to get things together and discuss how they are going to manipulate the components to create their game (brainstorming and this is where *Teachable Moments* can really occur)

6. Let them play their game and then have them come up with a name for it

7. After each game…group process…brainstorm ideas on how to improve the game…and then play it again...remember...the *PROCESS*....is the real game!

One step further:

- Do show and tell. Have each small group share the game they created with entire group.
- Procedures on doing a show and tell of the game you created.
  - **DDADA –** my favorite method for leading a game
    - ◇ **Describe** – describe the game to the group
    - ◇ **Demonstrate** – demonstrate how it is played
    - ◇ **Answer Questions** – answer any questions that may arise from the entire group
    - ◇ **Do It** –play it (if there are lots of question...walk thru the game)
    - ◇ **Adapt** – have other groups adapt it to generate another new game

- 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.
- Put your participants in a leadership position and have them teach the concept of Generating Games to others – what a great opportunity for leadership development

The leader's responsibilities:

- ✧ Get the game going, but become a player. Don't watch…play!
- ✧ Encourage everyone in the group to share and brainstorm ideas. Everyone has great ideas!
- ✧ Forget the whistle! Encourage everyone to monitor themselves.
- ✧ Don't go it alone. Count on your pals and on each other to help out. Set up boundaries; get the equipment ready, etc.
- ✧ It's A-OK to be silly. Take a chance and laugh a little (it's contagious!).
- ✧ It's fine to generate a game and discover it does not work. Just toss around a few more numbers, change one or more of the components, or simply say, "Let's come up with a different seven!"
- ✧ Once you get the game going, keep thinking: hmmm, can we add another ball to the frenzy? Instead of running, how about walking backwards? Hmmm, or out of the woods or into space, or oh no…everyone has to be silent! It's okay to change the ingredients, to keep perfecting, to keep playing, to keep changing. That's how to become a great *Game Generator!*
- ✧ Best hint....remember... Keep a chicken in your back pocket at all times!

* For more information: John LaRue - 800.345.6956
info@back2basicplay.org ** www.back2basicplay.org