

## SEMINAR #7

### *New Games: The Foundation of Cooperative & Non-Competitive Play & Games*

#### **DURATION**

- Typical session is one to three hours but can be easily tailored shorter/longer to meet your programming needs (sessions less than 90 minutes do not get the 30 minute slide show unless requested)

#### **MODALITY**

- PowerPoint Slide Show
- Handouts providing sample games, reference materials
- Hands-on interactive play
- Questions, answers and discussion time allotted

#### **DESCRIPTION:**

- 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 slide show from the New Games Foundation that takes us back to the 70's, which is who 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.

#### **NEEDS IDENTIFICATION:**

- 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".

#### **PARTICIPANTS WILL:**

- 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 know 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 technology-based games.

John LaRue is a Representative for the KOMPAN Playground Company, holds a Bachelor's and a Master's degree in Therapeutic Recreation (Certified Therapeutic Recreation Specialist) and is a Registered CEU/CPE Provider for American Society of Landscape Architects. 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 Games Generator™ kit (2002). John is Vice-President and co-founder of Character Education through Creative Recreation, Inc.