

THE GAME GENERATOR™

**Empowering kids to think, lead, imagine and work together while
creating their own games!**

Putting Character into Practice

Game Generator Activity Kit

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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... the Game Generator™. It 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. Everything is packaged completely within the Game Generator™ Workbook and is easy to use.
- By mixing and matching these components, The Game Generator™ helps you organize and establish a "recipe" for you to follow which makes a brand new game.

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 Game Generator, we can manipulate the components to our hearts content. The possibilities to create a unique one-of-a-kind game are endless!

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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 to pretend to be?
7.	RITUAL	GET YOUR GROOVE	→ what RITUAL do you do at least once before, during or perhaps after the game?

Basic Game Concepts: SMALL CHANGE SOCCER

◇ 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 the Game Generator™. 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 between the other two (never hitting the same penny twice in a row), there are goalies that make a goal (with two fingers), and the ritual to start the game is a kickoff in your own end.

- Play The Game
- Now, copy the rules/strategies of Small Change Soccer, but replace one of the Games Components (Equipment) with something else, e.g. hoops, chickens, balls, disks, etc)
- Practice playing this new version of the game and after 4-5 minutes have everyone do a show and tell (don't forget a name for the game)
- Everyone essentially played Small Change Soccer rules, but by changing one component (substituting another piece of equipment for pennies), the game became new
- The Games Generator™ takes us to the next step. We have an opportunity to change, manipulate **all** of the components or ingredients that make up a game.

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The Seven Game Components and their Ten 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	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 More New Games, Doubleday & Comp.)

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....1,6,1,0,9,2
 - Let's see what components we now have to "mix"
 - Get Your Gear (1) ----- Rubber Chicken
 - Set The Scene (6) ----- Outer Space
 - Get In Position (1) ----- Human Chain
 - Set Your Mission (0)----- Capture Something
 - Get Set Go (0) ----- Sitting
 - Set Your Roles (9) ----- Form A Group
 - 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 Games Generator, 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

Have fun and be creative!

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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 is 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 hitting 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 the kids watch
- d. Have the kids break into pairs and play the small change soccer for several minutes
- e. Discuss the seven (7) game components with the kids and explain how every game is comprised of these seven components
- f. Put the kids into small groups (usually make up no more than 4 groups)
- g. 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
- h. Have them discuss for a few minutes how they are going to play their new version of the game, and then have them play. 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 Generator™ Workbook
- k. Explain that The Games Generator™ 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 Booklet, and introduce the 7 Ingredient Headings (Game Components)

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Having Kids Generate Their Own Games:

1. Have the kids 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 in the booklets)
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 Game Generator Directions (each group should have their own Generator Workbook for instruction purposes)
5. They will need 5-8 minutes to get things together and discuss how they are going to manipulate the components to create their game
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.

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

- ◇ **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** – have other groups play it
 - ◇ **Adapt** – have other groups adapt it to generate another new game
- Let the kids create their own games...then, play them all and VOTE on the coolest games
 - Start up a “Best of Generated Games” list.
 - Put your kids in a leadership position and have them teach the concept of Generating Games to younger kids

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!
- ◇ Hint: Keep a chicken in your back pocket at all times!

A few favorite games...

NAME TRAIN Leader sounds like a train...Hi, my name is John...player introduces themselves (Bill)...Bill, Bill, Bill....Reverse....pretty soon...you have a bunch of “trains”

LAP SIT choo, chooo.....on my knees please remember....first time is practice

SNAP Learn 3 secret symbols....back to back...1. finger to lips bpbpbpbpbpb sound...2. puff out cheeks and take finger and push out air....3. thumbs in ears...wiggle hips...na na na na na namatch your partner....3 times

DUM DUM DA DA Singing, hand motion, repetitive play

KOPY KAT Group in circle (sitting)...secretly select another player...close your eyes...get into a weird position...123 Kopy Kat (open eyes)...copy what your secret player is doing...when they ...you change!

GROUP JUGGLE The Leader has about a dozen (soft) objects in front of them...start by tossing one item to a person across from you, then they toss to someone different...the last person tosses it back to you. Then repeat the pattern, and then the leader adds in (one by one) the remaining objects.

QUAIL SHOOTER One person in center, use everything (soft)...everyone tosses in one item at a time (and says...Oh my this is hot)...reach down and pick up another, and repeat. Person in middle (stands inside a hoop) keeps moving in circle and tries to catch and hold on to everything thrown. After 30 seconds...stop, and count (eye glasses?)

HOG CALL Pick a compound word....”Base...Ball....split up the word....go to opposite side of room. Bumpers up....eyes closed...scream only your part of word...walk forward...try to find you partner

FINGEROBICS Stretching, flying fingers

WALKING TAG Get into pairs...person in fronts starts walking (hands crossed in front of chest). Must walk “heel to toe”... 5 second head start, walk heel to toe” and tag partner. Once tagged...reverse role (don’t forget the 5 second rule)

TELESCOPE TAG As above...but form a “telescope” and peer through it with one eye...close the other eye....and play as described above

COWS & DUCKS Quick way to get into two equal group (moooooo, quack)

BALLS GALORE Similar to above, but slow paced. Have person stand in middle and the group work together to decorate...put everything n the person (nothing touching the ground)...take a group Polaroid picture

KNOTS In a circle...hands like spaghetti...123Grab...reach out and grab two different hands...straighten yourselves into a circle (if ya gotta do a “band aid” go ahead)

RED HANDED In a circle...find a penny being passed

Old MCDONALD In a circle...find a chicken being passed (sing the song)

COLONELS CHICKEN In a circle, steal the chicken, if tagged, you are frozen

BALLOON BRFFFF Balloon relay game

ZEN CLAP Ah, So Zen Clap...hand movement game...move FAST, or you are out!

SWAT TAG Tag game with Styrofoam swords...maybe must sit down? Add more swords and spots

Resource Directory – Books

Games & Great Ideas, (1995). Clements, Rhonda L. Greenwood Press, Westport, CT

- A compilation of fascinating games and activities from a 1995 conference at Hofstra University, NY

The New Games Book (1976) and More New Games (1981). Flugelman, A. Doubleday & Company, Inc. New York (currently out of print)

- Pretty much the top dog when it comes to cooperative play...though scarce...well worth the research to find a copy (try used books at College/University book stores...or search E-Bay)
 - John was a Contributing Writer to More New Games and Games & Great Ideas

Silver Bullets (1984), Cowstails and Cobras (1977) and Cowstails and Cobras II (1989), Rohnke, K, Project Adventure, Inc., Hamilton, MA

- If you ever had the chance to see the infamous Karl Rohnke do his “wet shaggy dog” routine...these books would be on the top of your list.
- Project Adventure, Box 100, Hamilton, MA 01936 (978). 468.7981
- Books, supplies, extensive Workshops on “Play”

The Cooperative Sports and Games Book (1978) and The Second Cooperative Sports and Games Book (1982), Pantheon Books, New York

- Excellent contribution to the entire cooperative play movement

Resource Directory – Equipment

Dozens of *books and videos* are available through:

- S&S Worldwide. Box 513, Colchester, CT 06415-0513. 800.243.9232.
- Request the “Sports” catalog.

Looking for the ultimate adventure? Check out the Humor Project, Inc., 10 Spring Street, Saratoga, NY 12866. (518).587.8770....they conduct week long “play” and “laugh” workshops....call...and be sure to request their “Humor Resource Catalog”...it is filled with really cool stuff.

The Super Creator Games Generator

** Now you can create your own original games with this very unique Games Kit **

CHARACTER EDUCATION THROUGH CREATIVE RECREATION

PUTTING CHARACTER IN TO PRACTICE

THE POWER OF CREATIVE RECREATION...IT'S AWESOME!