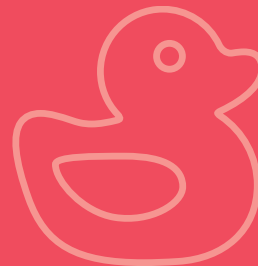
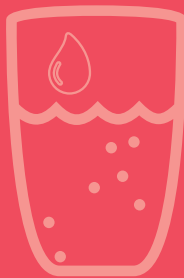


THE LISTENING GAME

Select several miscellaneous items. Have the children look at all the items, and then take them away. Let the children take turns to be blindfolded, and guess each item you are making sounds with (eg pouring water, blowing up a balloon). Be creative!



10 THINGS YOU NEED FOR SOCIAL PLAY



INTRODUCTION

1. Warm-up game: Do an intro and warm-up.
2. Context: Talking about games.
What games do you know?
What are games to you?



DEVELOPMENT

3. Environment: These can be physical spaces or designed spaces or even bodies.
 4. Characters: Come up with characters or roles. Who is the protagonist? Is there an antagonist?
 5. Actions: What does your character do? Run, jump, swim, fight.
 6. Features: What does the game include? Levels, obstacles, etc.
 7. Rules: Come up with rules or guidelines. What is the goal of your game?
8. Play testing: Play test the game.
 9. Reflect and refine: Iterate the game. What worked? What didn't? What should change?



TESTING



SHARING

10. Share it: It's perfect (or close enough)!
Make it public to others.