

Play for Change

Emilia Breton



Created by Studio GLD
from Noun Project

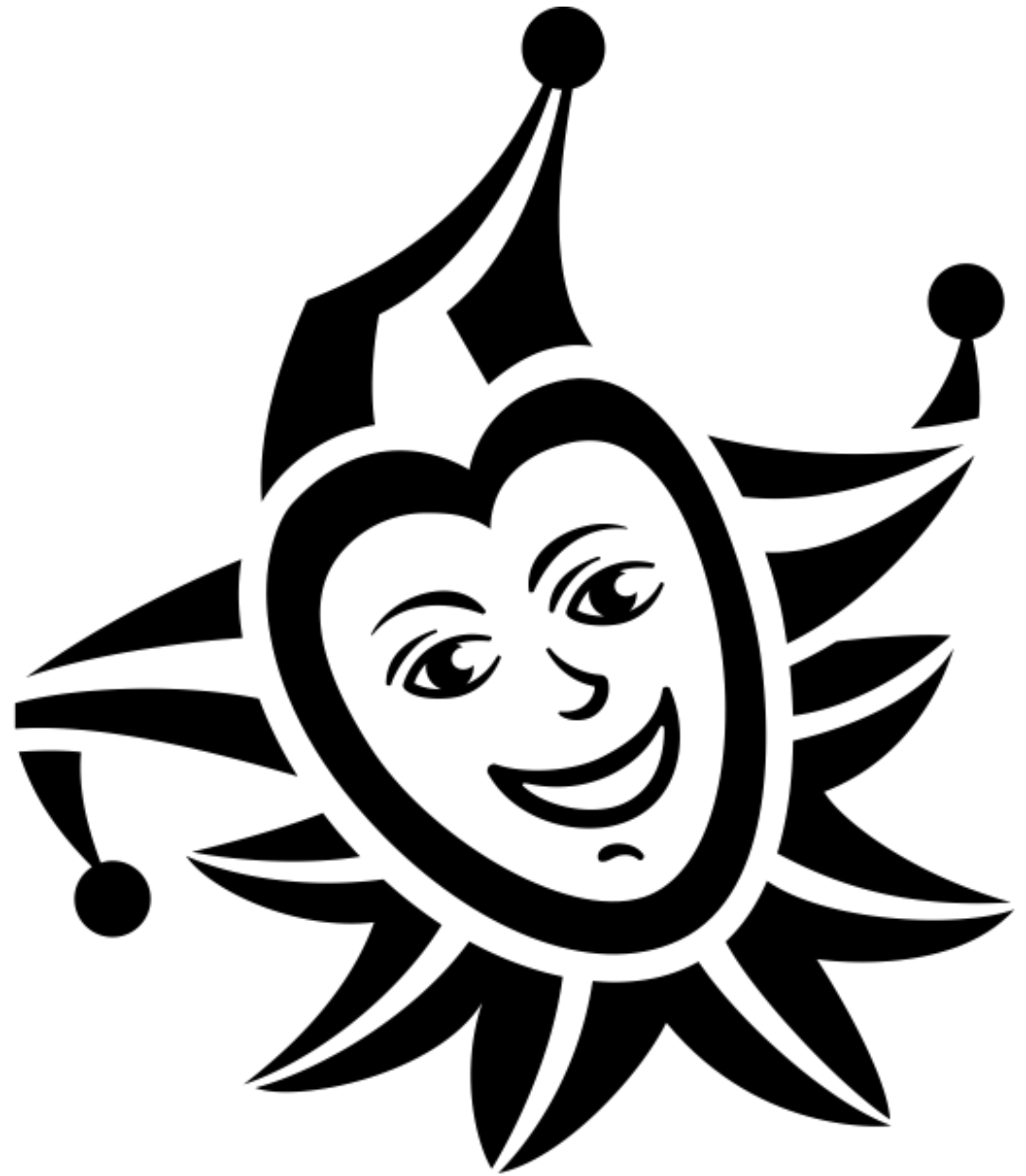


@emibreton

The Joker

“A joker’s play... revolves around some kind of nonsense.... Parents make infants laugh by making silly sounds, blowing raspberries, and generally being foolish... Later, the class clown finds social acceptance by making other people laugh”

- Play by Stuart Brown

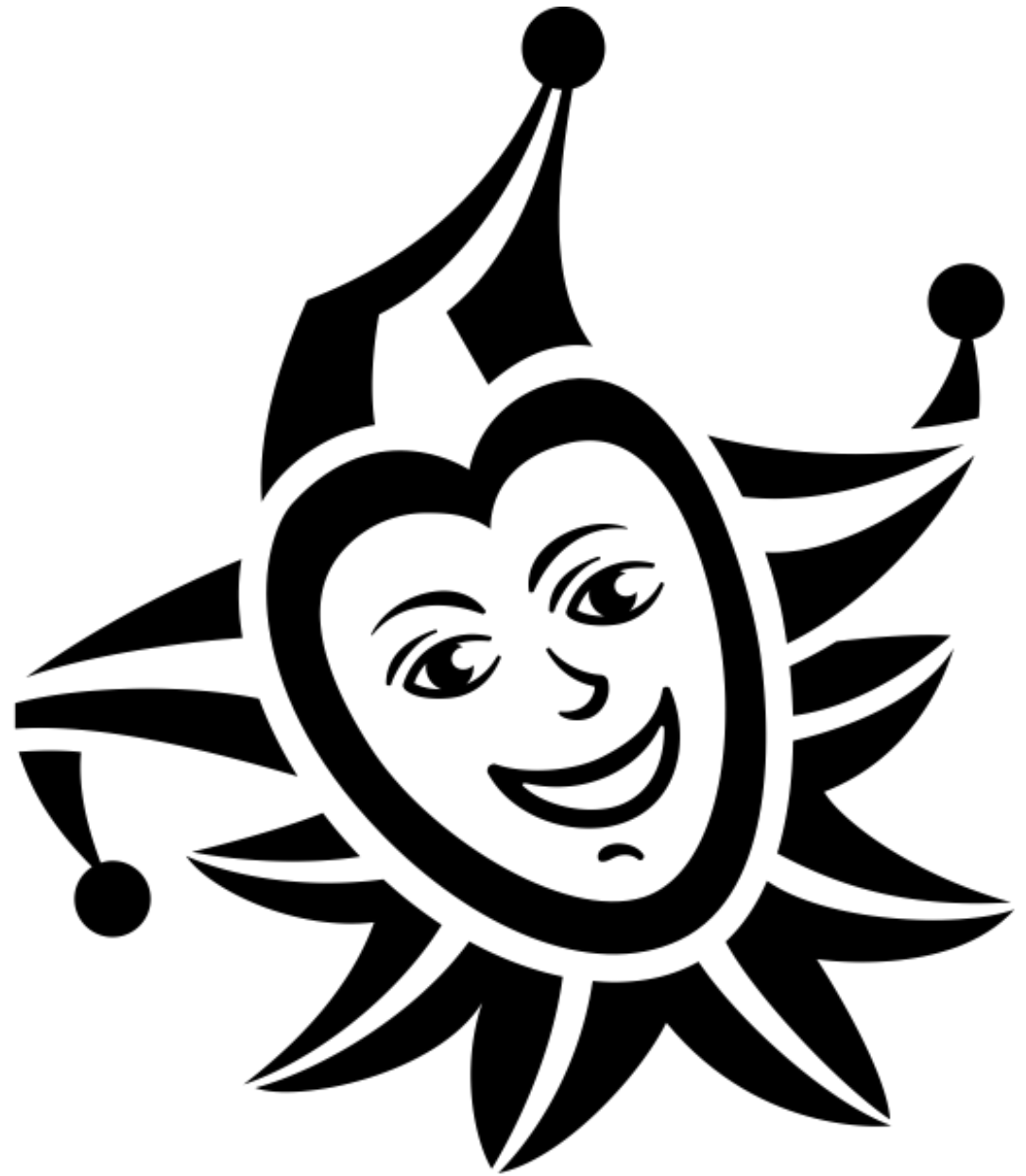


Created by sahua d
from Noun Project

The Joker

King Lizard

1. Everyone in a circle and picks a silly animal, a motion and a noise for that animal. (The sillier, the better!)
2. One person "sends" the action to another person by making their own noise/motion
3. That person, in turn, makes the senders noise/motion and sends their noise/motion, to the next person.
4. If someone "messes up", they're out for that round and they step out of the circle.
5. While out they wander around the circle making silly faces (but no sound) to distract those left.
6. Last person still in is the winner.



Created by sahua d
from Noun Project

The Kinesthete

“Kinesthetes are people who like to move...includes athletes, but also others... who find themselves happiest moving as part of dance, swimming, or walking... While kinesthetes may play games, competition is not the main focus — it is only a forum for engaging in their favorite activity.

- Play by Stuart Brown



Created by The Pyramid School
from Noun Project

The Kinesthete

Back Dancing

1. Find a partner to pair with
2. Stand back to back
3. Back must stay in touch at all times
4. When you hear the music start dance to that music
5. When you hear the music change your dancing to that style



Created by The Pyramid School
from Noun Project

The Explorer

“Exploration becomes their preferred avenue into the alternative universe of play... Exploring can be physical—literally, going to new places... it can be emotional—searching for a new feeling or deepening of the familiar, through music, movement, flirtation... It can be mental: researching a new subject or discovering new experiences and points of view...”

- Play by Stuart Brown



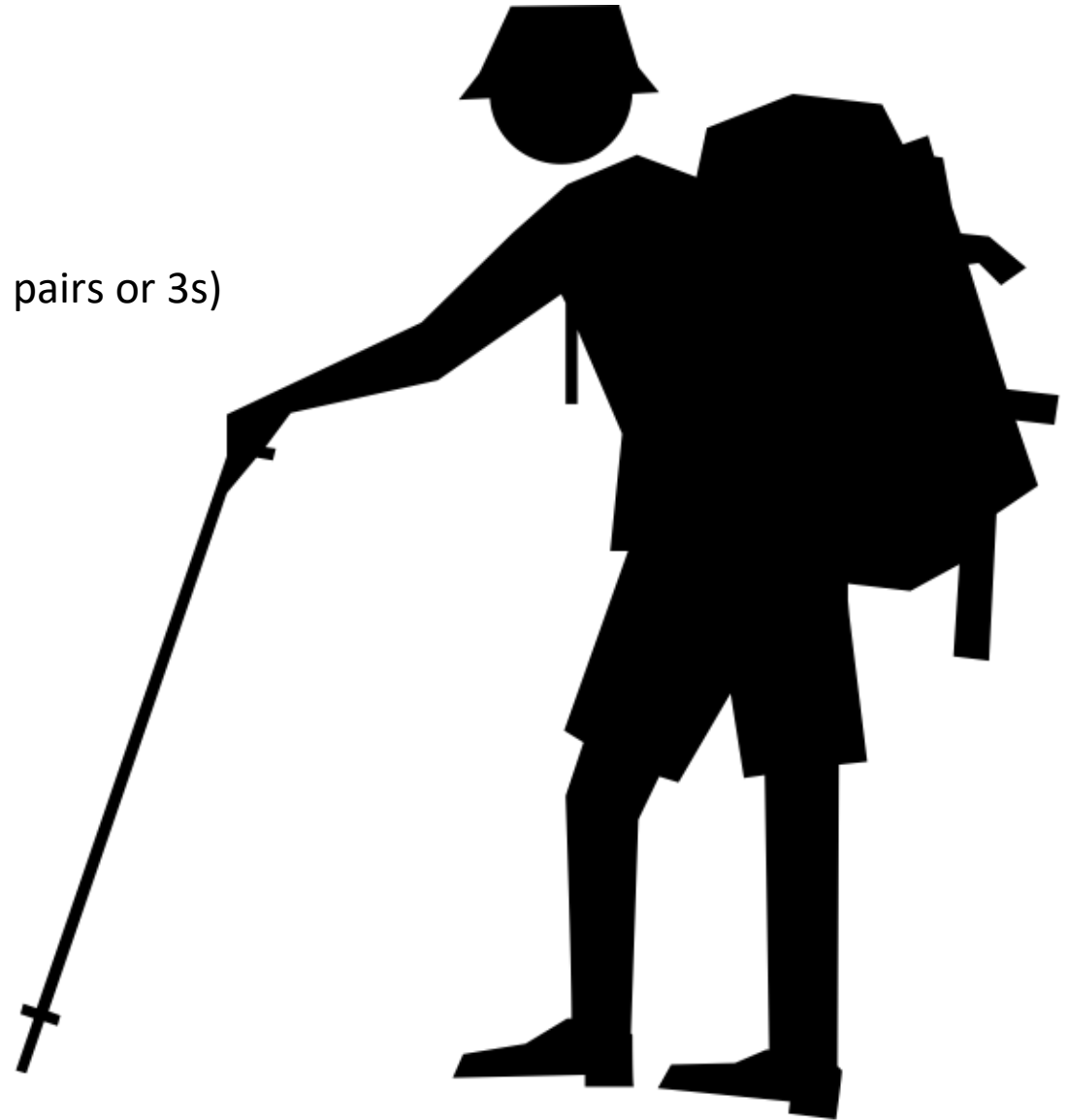
Created by Kangrif
from Noun Project

The Explorer

Explore the room and outside stick to the timebox 🕒 (played in pairs or 3s)

Nature Hunt List

- | | |
|------------------------------------|------------------------------------|
| ___ a blade | ___ something twisted |
| ___ a seed | ___ something edible |
| ___ a nail | ___ something curly |
| ___ a key | ___ something sticky |
| ___ something you'd find at a bank | ___ something hairy |
| ___ something petrified | ___ something sharp |
| ___ something with veins | ___ something flat |
| ___ something empty | ___ something that is 10 years old |
| ___ something scented | ___ something that can be tied |
| ___ something with a hole in it | ___ something smooth |
| ___ something plastic | ___ something with teeth |
| ___ something red | ___ something that floats |

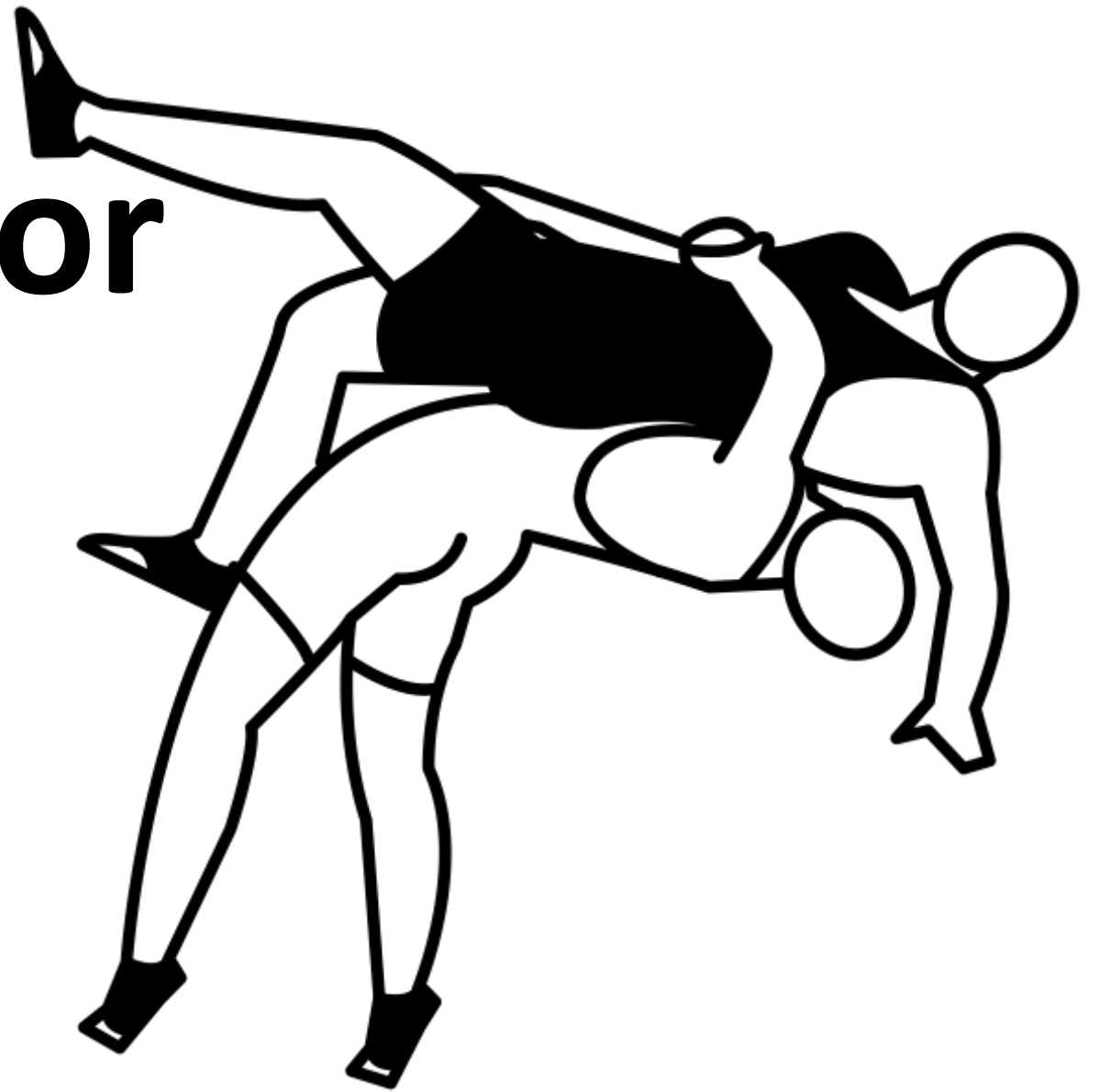


Created by Kangrif
from Noun Project

The Competitor

“The competitor loves fighting to be number 1. If games and keeping score are your thing, this may be your primary play personality. The games can be solitary or social—either a solitary video game or a team game like baseball—and they may be actively participated in or observed as a fan.”

- Play by Stuart Brown

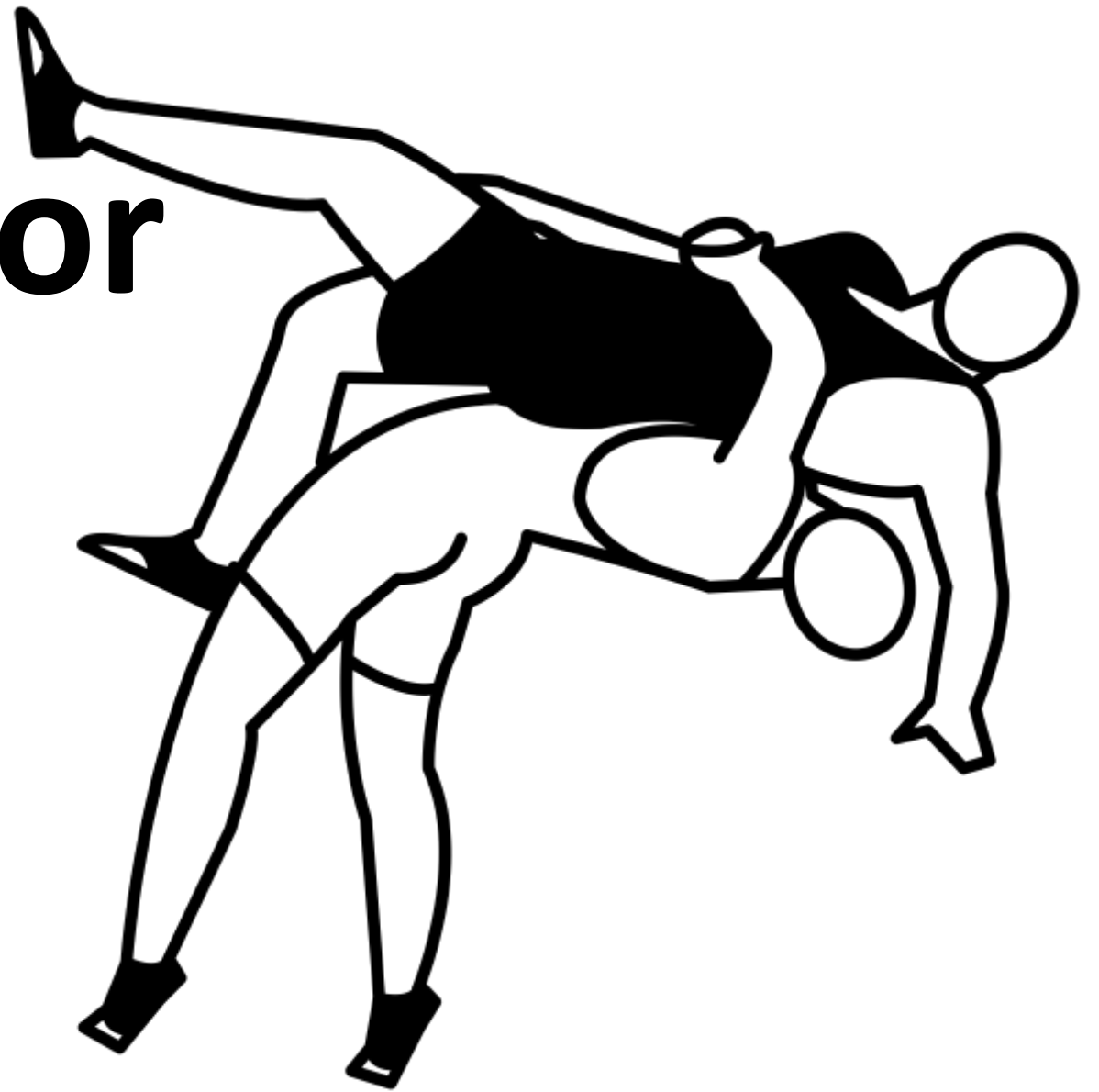


Created by Gilad Sotil
from Noun Project

The Competitor

Tug of War

1. Divide in 2 groups and mime a Tug-o-war fight.
2. Mime a tug of war
 1. the mimed rope does not stretch or shrink
 2. somebody wins (i.e. one group gladly loses)



Created by Gilad Sotil
from Noun Project

The Director

“Directors enjoy planning and executing scenes and events.. They are born organizers. At their best, they are the party givers, the instigators of great excursions to the beach, the dynamic center of the social world. At worst, they are manipulators.”

- Play by Stuart Brown



Created by Mathis Dubrul
from Noun Project

The Director

Wizards puppet

1. Form Pairs one will be the wizard the other will be the puppet.
2. The Wizards use wand to direct the movement of the puppet.
3. The puppets can not move unless directed by the wizard.
4. Movement of the wand left or right will move the puppet left or right. Wand movement up and down causes them to "climb" or shrink.

Prop needed: Wand

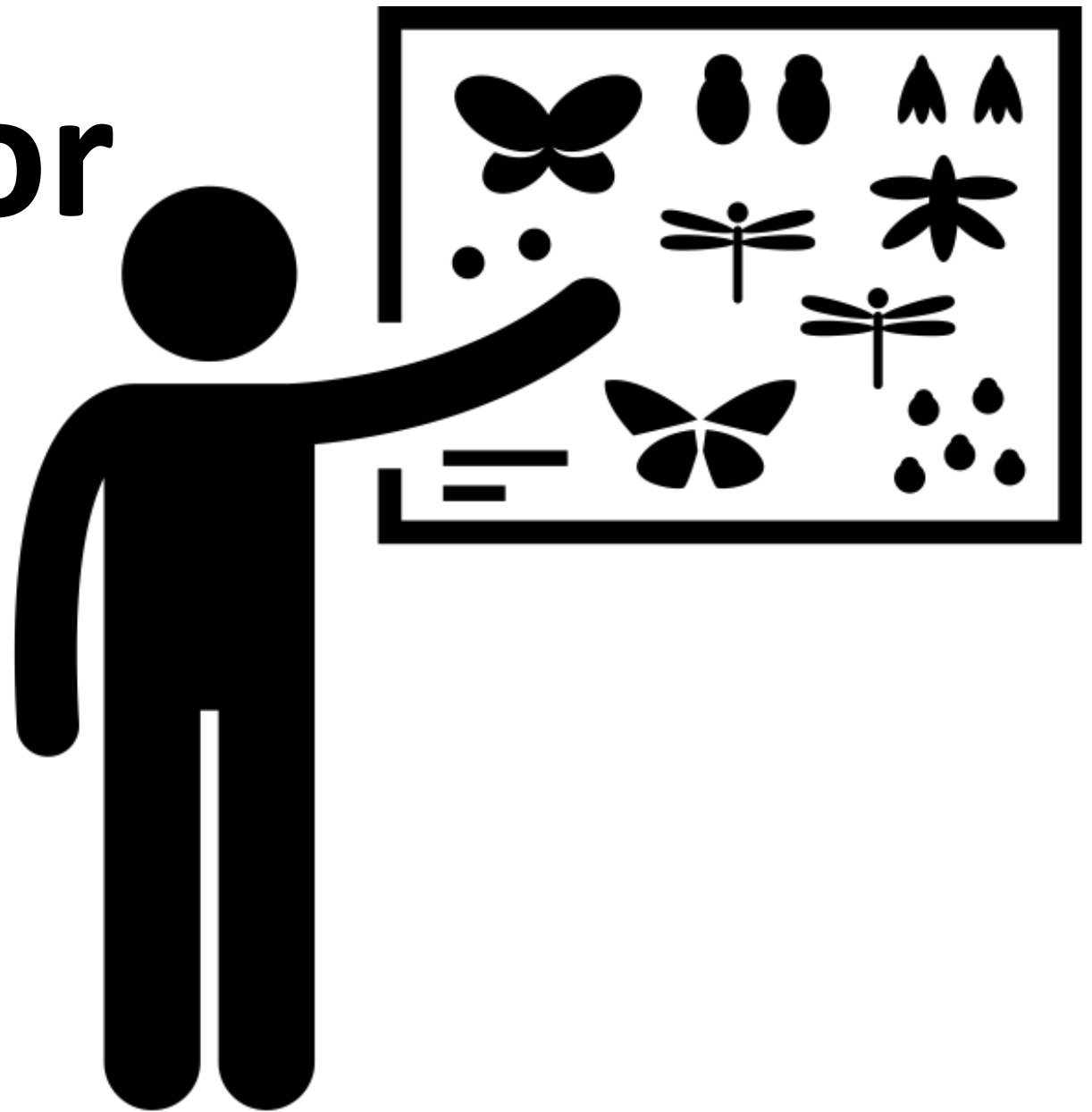


Created by Mathis Dubrul
from Noun Project

The Collector

“The thrill of play for the collector is to have and to hold the most, the best, the most interesting collection of objects or experiences. Coins, toy trains, antiques, plastic purses, wine, shoes, ties, video clips of race-car crashes, or pieces of the crashed cars themselves, anything and everything is fair game for the collector.”

- Play by Stuart Brown

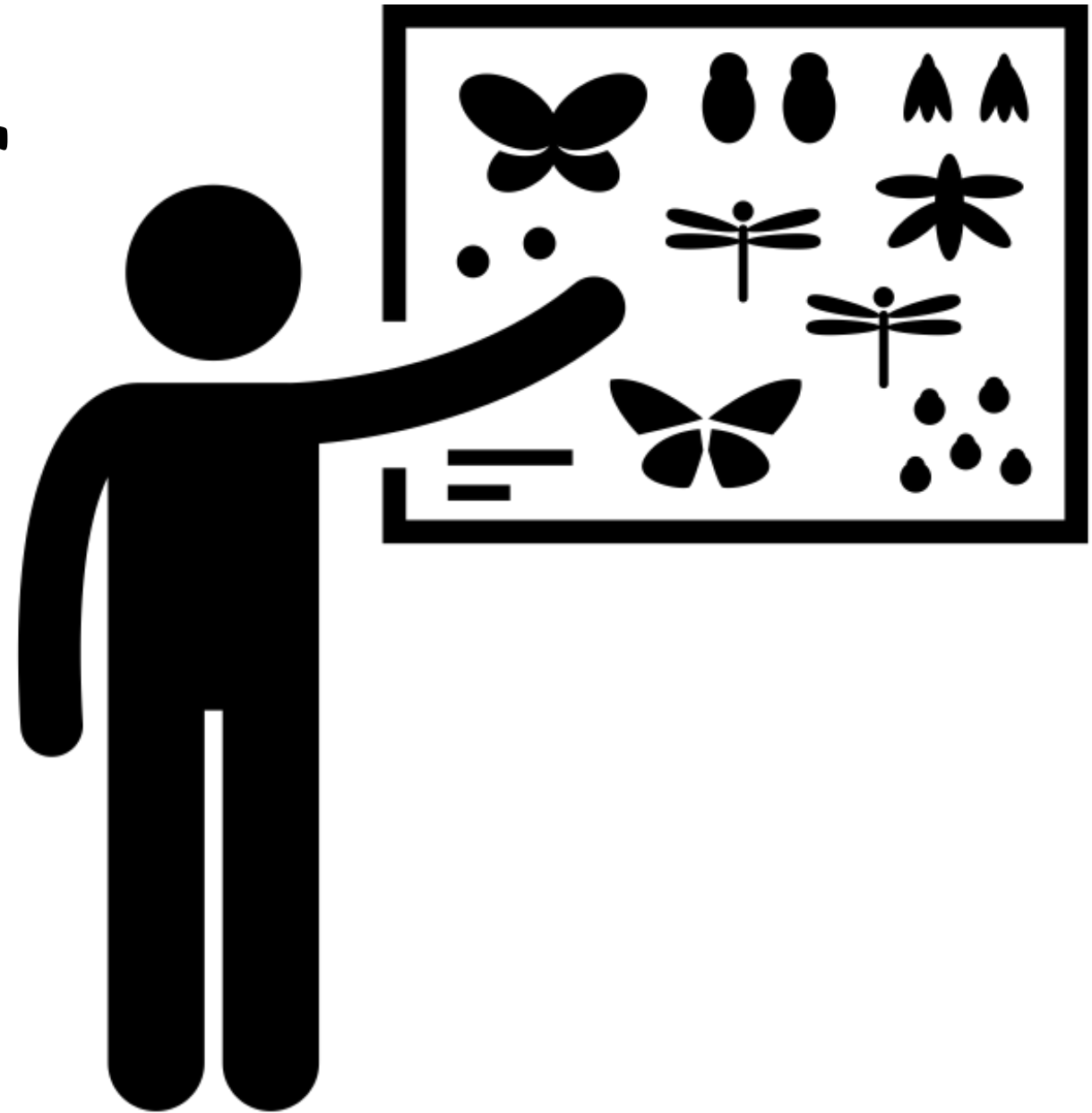


Created by Gan Khoun Lay
from Noun Project

The Collector

Evolution

1. Have the group in a circle.
2. Everyone starts out as an egg and places their hands above their head and together so that they look like an egg.
3. When you say go each person will find another egg.
4. Once they found that person they (Rock, Paper , Scissors).
5. The loser stays an egg and the winner becomes a chicken, placing their arms as wings and making chicken noises and collecting a chicken sticker.
6. The chicken then looks for another chicken while the egg looks for another egg.
7. When you win as a chicken you become a dinosaur, placing your hands out and roaring like a dinosaur and collecting a dinosaur sticker.
8. If you lose as a chicken you drop back down to an egg.
9. Dinosaurs then find other dinosaurs, where they will play to become Unicorns. Unicorns put their hands over their foreheads like a horn and look for others like them and collect a Unicorn sticker.
10. If you lose as a dinosaur you go back to being a chicken, looking for other chickens.
11. If the Unicorn loses to another Unicorn they go back to a dinosaur, and if they win they stay as a Unicorn.

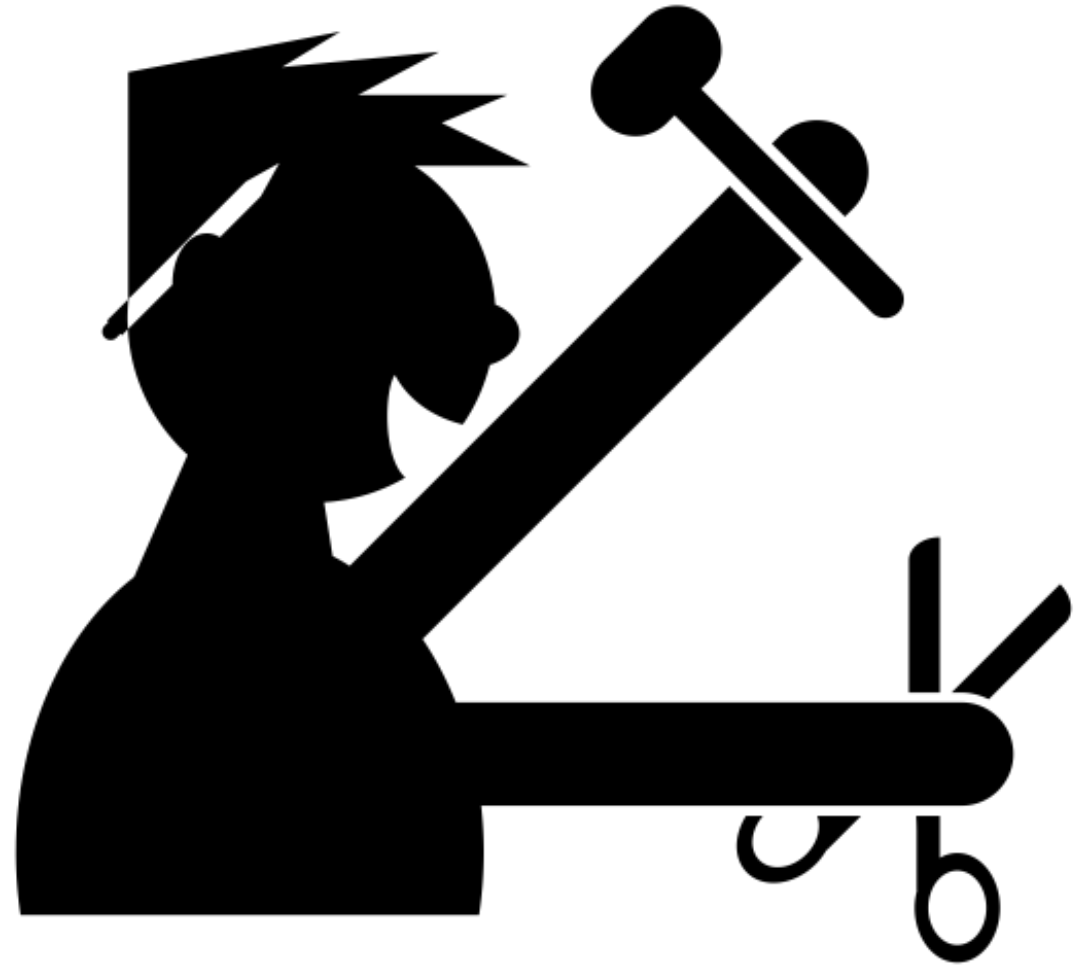


Created by Gan Khoon Lay
from Noun Project

The Creator

“For the artist/creator, joy is found in making things. Painting, print-making, woodworking, pottery... furniture making, knitting, sewing, and gardening... Artist/creators may end up showing their creations to the world... or may never show anyone what they make. The point is to make something... or just to make something work... someone who enjoys taking apart a pump, replacing broken parts, cleaning it, and putting back together a shiny, perfectly working mechanism...”

- Play by Stuart Brown

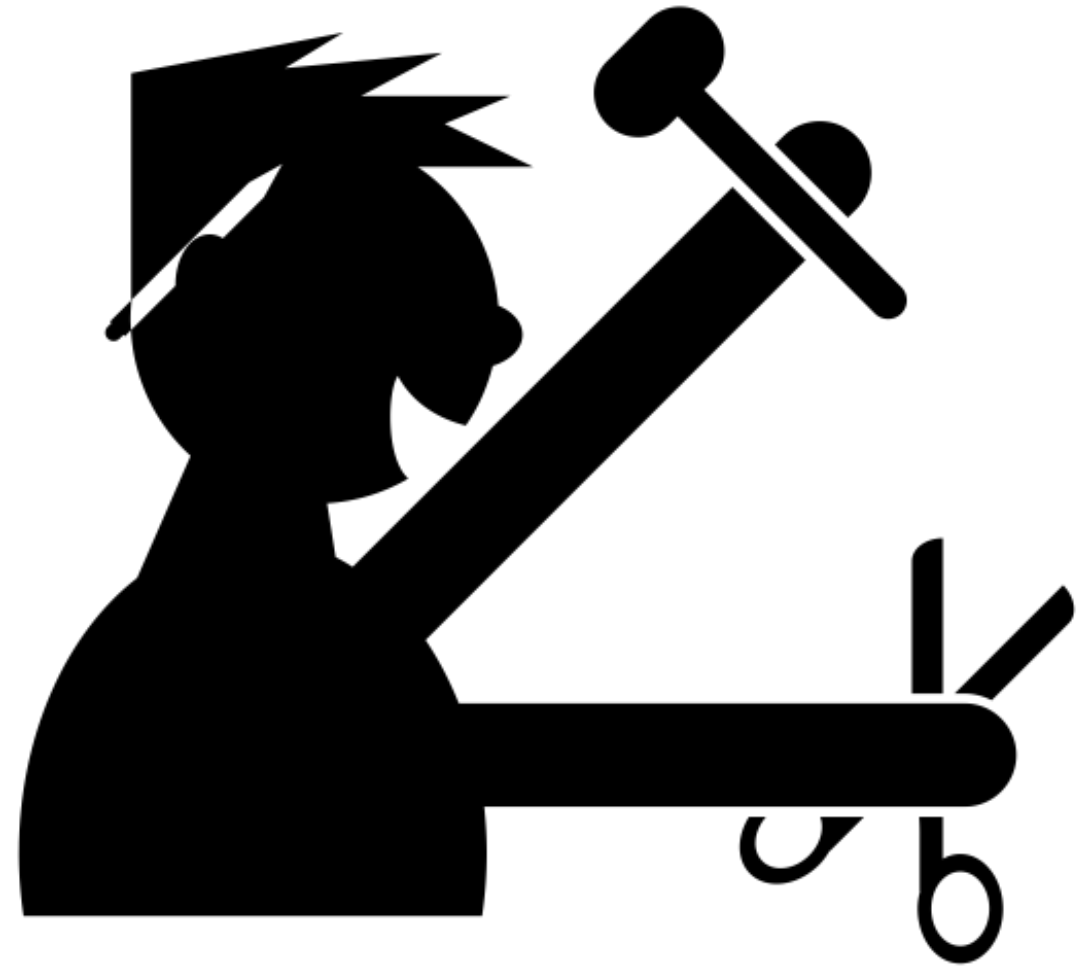


Created by Marie Van den Broeck
from Noun Project

The Creator

Lego Partners

1. Form Pairs
2. Open bag of Lego the goal is to build a super bug
3. Pair 1 is the navigator (they can direct but not touch the lego)
4. Pair 2 is the driver (they can build)
5. Build for 30 seconds the switch
6. Repeat until the timebox is done.



Created by Marie Van den Broeck
from Noun Project

The Storyteller

“Storytellers are, of course, novelists, playwrights, cartoonists.. but they are also those whose greatest joy is reading novels and watching movies, people who make themselves part of the story, who experience the thoughts and emotions of characters in the story. Performers of all sorts are storytellers... through dance, acting, magic tricks, or lectures... the realm of the storyteller is in the imagination, they can bring play to almost any activity. They may be playing a recreational game of tennis, but in their mind, each point is part of an exciting drama”

- Play by Stuart Brown



Created by Gan Khoon Lay
from Noun Project

The Storyteller

Collaborative Storytelling

1. The first person draws a picture card
2. They tell the first sentence in the story about what is in the picture.
3. Pass the card to the next player who adds a sentence, and passes it on.
4. If a player is stuck they draw a new card and add that picture to the story with one sentence and pass it on.
5. (Repeat)



Created by Gan Khoon Lay
from Noun Project

Bosses and Workers

A game that illustrates, command and control, vs. self-organization.

Round 1

1. Group into Pairs
2. One person is “boss” and the other is “worker”
3. Objective: Worker takes as many normal steps as possible, given bosses commands:
 - GO, STOP, TURN LEFT , TURN RIGHT
4. Worker must follow boss’s commands if they collide with a person or obstacle their step count resets to zero.
5. Must stay within work area (tape) if they leave step count resets.
6. Boss counts the steps. (record the #)
7. Two minutes to complete the exercise



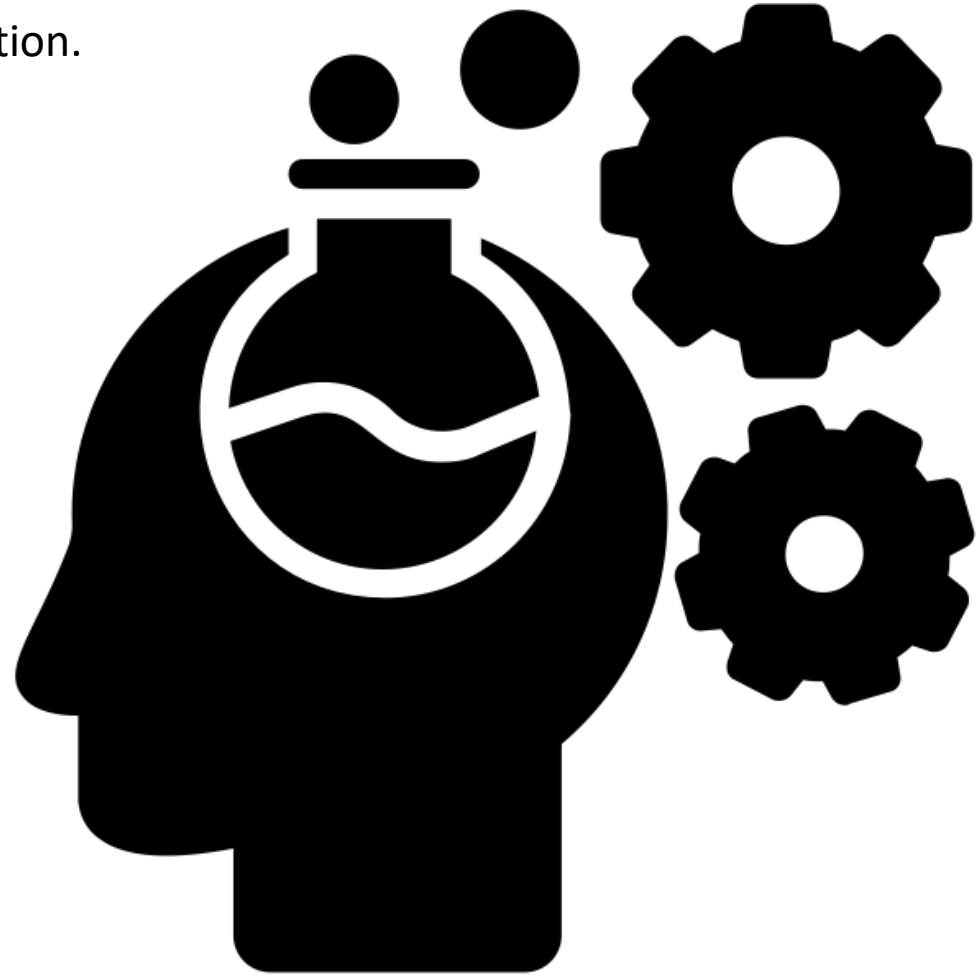
Created by Gregor Cresnar
from Noun Project

Bosses and Workers

A game that illustrates, command and control, vs. self-organization.

Round 2

1. Same pairs
2. Objective: Worker takes as many normal steps as possible.
3. Worker is responsible for how to best accomplish the objective without the boss's commands.
4. Boss is responsible for assisting the worker in any way possible to achieve the objective
5. If they collide with a person or obstacle their step count resets to zero.
6. Must stay within work area (tape) if they leave step count resets.
7. Worker counts the steps. (Record the #)
8. Two minutes to complete the exercise



Created by ProSymbols
from Noun Project

Debrief for Learning

Find a partner and share for (3 mins)

- *What* have you learned?
- *So what*, what is the significance of the learning?
- *Now what* are you going to do or change going forward?

Find another pair and share your pairs insights with them (2 mins)

Popcorn Share out

- *What* have you learned?
- *So what*, what is the significance of the learning?
- *Now what* are you going to do or change going forward?



Pace yourself

A game that illustrates, the impact of speed

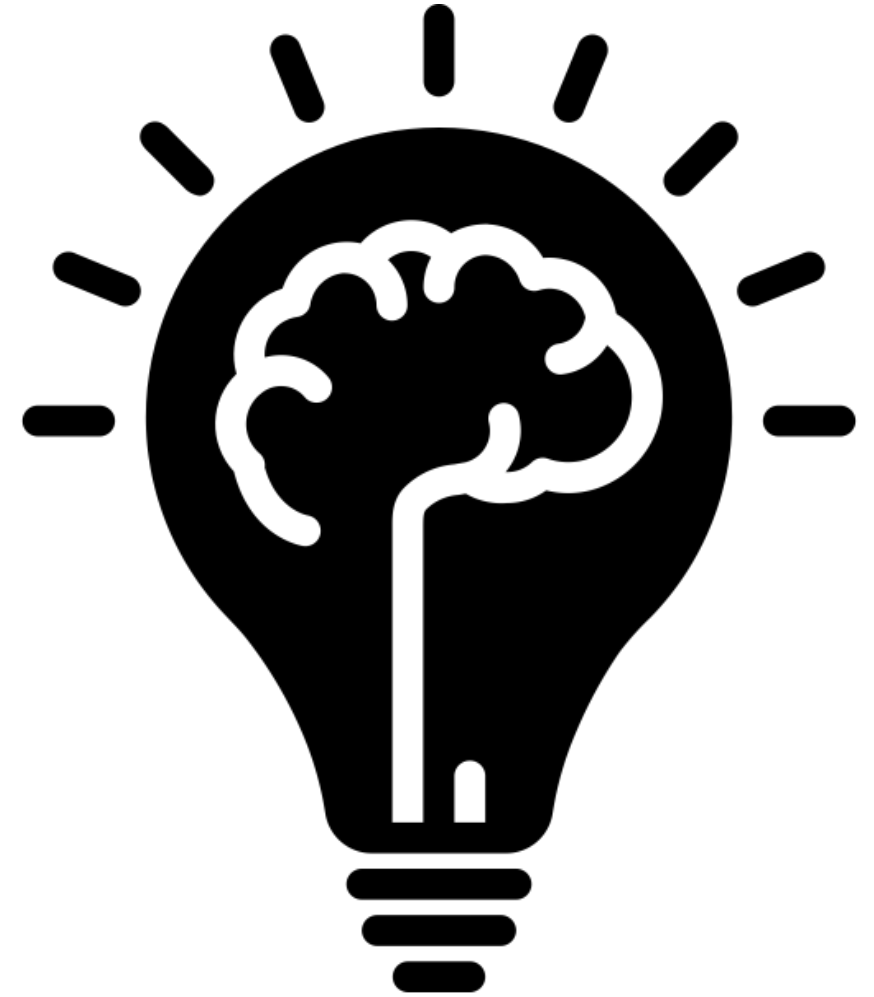
1. Start walking around the room at your regular pace.
2. Listen to my instructions.



Debrief for Mindset Shift

This approach was designed by Thiagi and is available at www.thiagi.com

1. How Do You Feel?
2. What Happened?
3. What Did You Learn?
4. How Does This Relate To The Real World?
5. What If?
6. What Next?

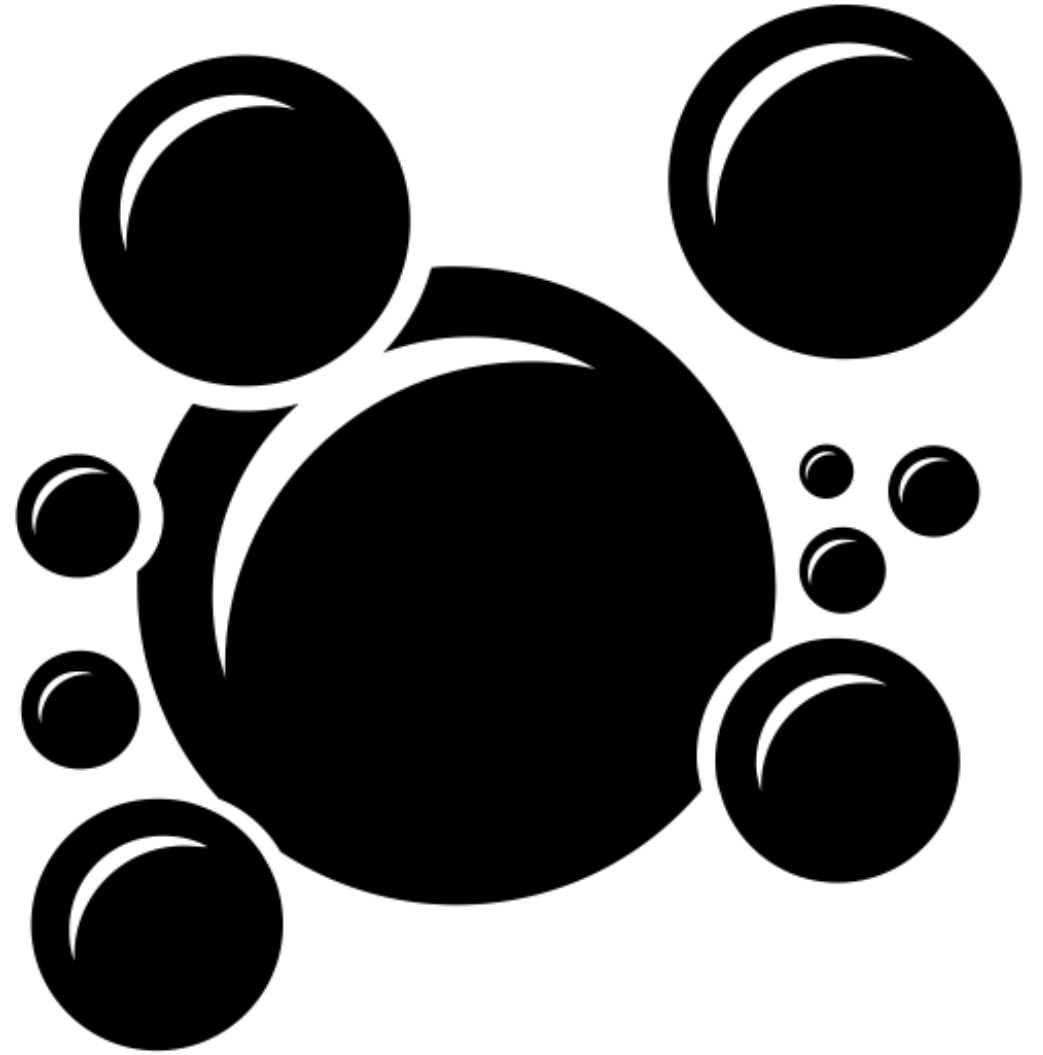


Created by priyanka
from Noun Project

Bubble Pop

A game that illustrates, reactive vs. creative.

1. Hold your arms out imagine that you have a bubble around you that size.
2. Walk around while paying attention and avoid people and obstacles to keeping your bubble from being popped.
3. Must stay within work area
4. You will have two minutes to complete the exercise
5. Find a partner Share
 1. What did you feel?
 2. What happened?

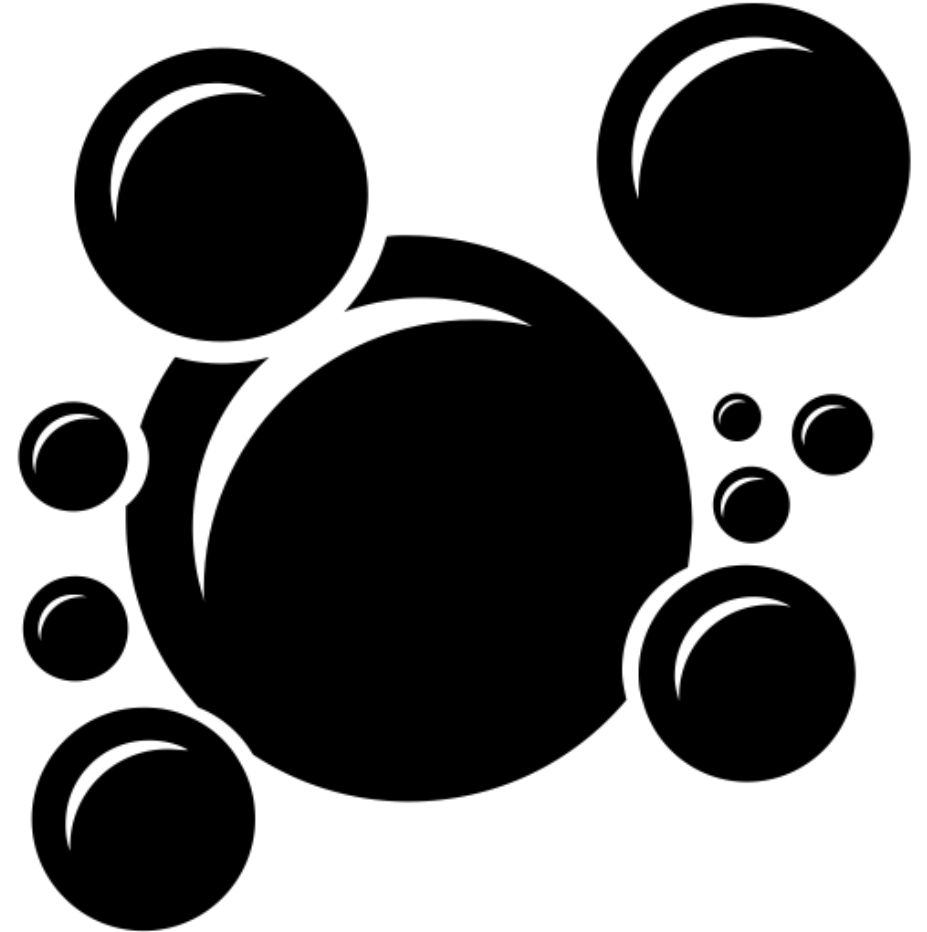


Created by Emir Palavan
from Noun Project

Bubble Pop

A game that illustrates, reactive vs. creative.

1. Hold your arms out and reimagine your bubble.
2. Walk around the work area this time look for open spaces you can move into.
3. Must stay within work area
4. You will have two minutes to complete the exercise
5. Find your partner
 1. What did anything feel different this time?
 2. If so how?
 3. What happened differently?
 4. What did you learn?
 5. How does this relate to the real world?
 6. What if you didn't have to stay in the work area?
 7. How will you change your real-world behavior based on your learning?



Created by Emir Palavan
from Noun Project

Closing

1. Form a circle.
2. Take a moment to think of one thing you have **brought** and one thing you will **take away** from the four sessions today.
3. Create a simple gesture to that skill, feeling or quality.
4. The first person shares their 2 gestures (silently)
5. As they do, the rest of us will silently mirror each gesture as it is made.

Example: Open hands can equally mean networking, generosity or honesty



Where to Find it

- Play by Stuart Brown <https://amzn.to/2JMbvGy>
- Thiagi Debrief (and more Games) <https://www.thiagi.com>
- More Games from me www.agiletoybox.com
- Connect with me!
<https://twitter.com/emibreton>
<https://www.linkedin.com/in/emiliabretonlake/>