

A photograph of five children playing in a lush green forest. They are jumping and reaching for a ball in the air. The scene is misty and the trees are tall and thin. The children are wearing colorful clothing: a green shirt, a blue shirt, a red shirt, and another blue shirt. The overall atmosphere is joyful and serene.

Play

Emilia Breton

@emibreton

No one must play, but
everyone is welcome!

Train Station

A game that illustrates, the impact of connection

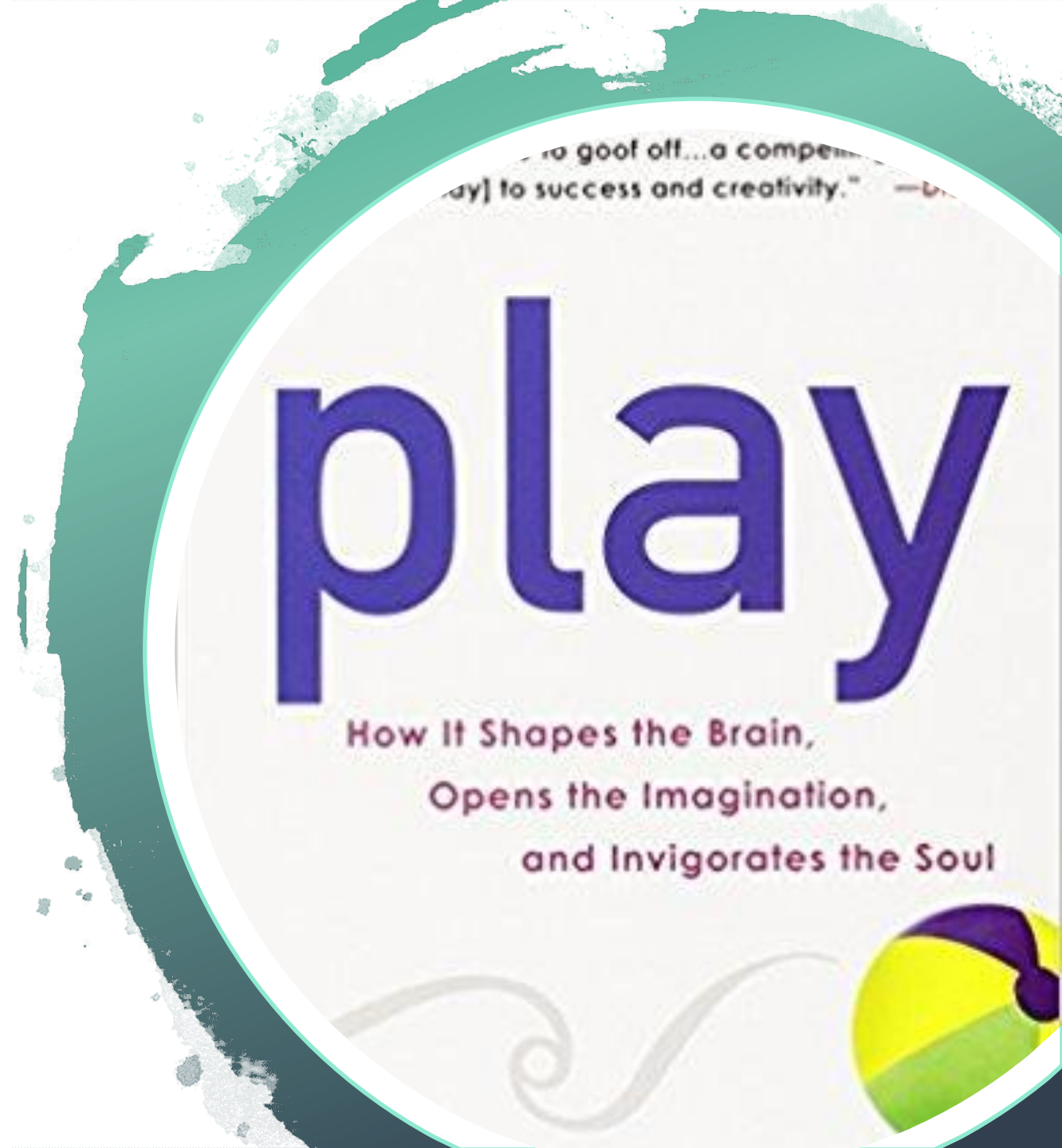




Explain
Demonstrate
Guide
Enable

Play Styles

Dr. Stuart Brown

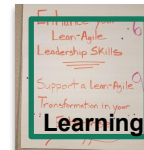


What is Your Play Style?

Creator



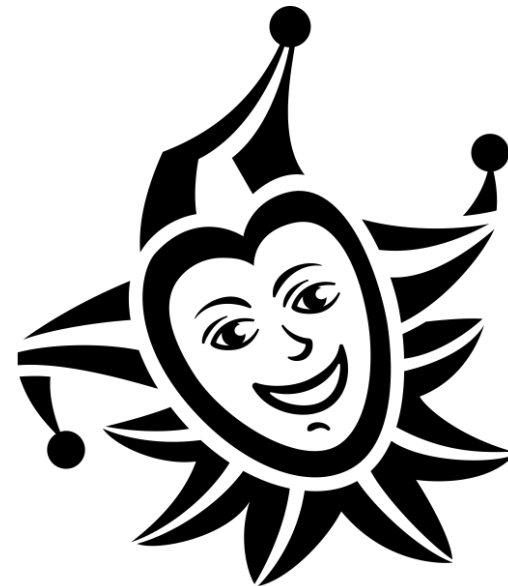
Storyteller



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 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

King Lizard

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



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

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

Wizards Puppet

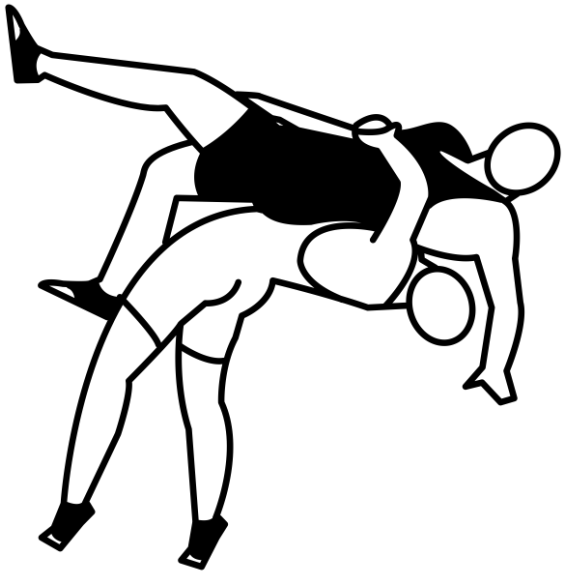
- **Wizards puppet**

- **Form Pairs one will be the wizard the other will be the puppet.**
- **The Wizards use wand to direct the movement of the puppet.**
- **The puppets can not move unless directed by the wizard.**
- **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**



The Competitor



Created by Gilad Sotil
from Noun Project

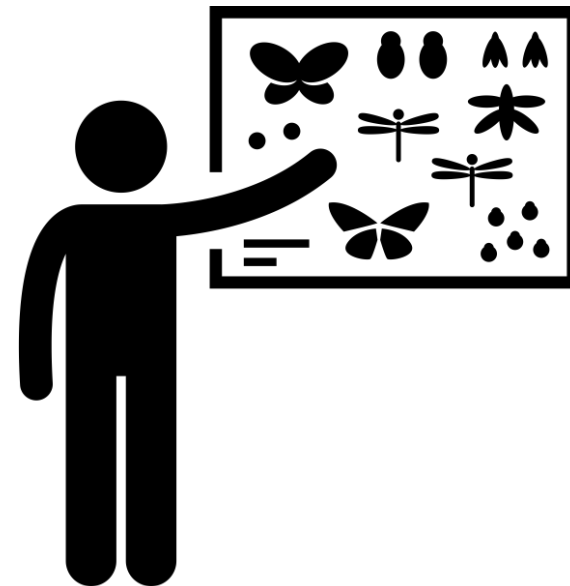
“The competitor loves fighting to be number 1. If games and keeping score are your thing, this may be your primary play personality. The games can be solitary or social—either a solitary video game or a team game like baseball—and they may be actively participated in or observed as a fan.”

- Play by Stuart Brown

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



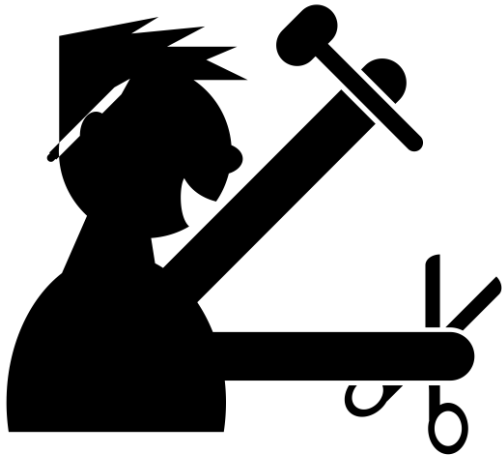
Created by Gan Khoo Lay
from Noun Project

Evolution

1. Everyone starts out as an egg place your hands above your head and together so you look like an egg.
2. When you say go each person will find another egg.
3. Play (Rock, Paper, Scissors).
4. The loser stays an egg and the winner becomes a chicken, placing their arms as wings and making chicken noises and collect a chicken sticker.
5. The chickens look for another chicken eggs look for another egg.
6. When you win as a chicken you become a dinosaur, place your hands out and roar like a dinosaur and collect a dinosaur sticker.
7. If you lose as a chicken you drop back down to an egg and collect an egg sticker.
8. Dinosaurs then find 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.
9. If you lose as a dinosaur you go back to being a chicken, look for other chickens.
10. If the Unicorn loses to another Unicorn they go back to a dinosaur, and if they win they stay as a Unicorn.



The Creator



Created by Marie Van den Broeck
from Noun Project

“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

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 Khoo Lay
from Noun Project



Lego Critters

- Open box of Lego the goal is to build a Critter
- Member 1 is the storyteller
- Members 2 is the builder
- The storyteller starts by describing the world the of the critter for 30 seconds while the first builder builds the critter.
- After 30 seconds pass the lego critter to the next team member and the builder becomes the storyteller and continues the story of the critter for 30 seconds.
- Repeat until the timebox is done.



Play For Learning

Bosses and Workers

Round 1

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





Bosses and Workers

Round 2

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

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?



Play For Mindset Shifts



Pace Yourself

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

Debrief for Mindset Shift

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

- How Do You Feel?
- What Happened?
- What Did You Learn?
- How Does This Relate To The Real World?
- What If?
- What Next?

Bubble Pop

- Hold your arms out imagine that you have a bubble around you that size.
- Walk around while paying attention and avoid people and obstacles to keeping your bubble from being popped.
- Must stay within work area
- You will have two minutes to complete the exercise





Debrief for Mindset Shift (2 part)

Find a partner

- What did you feel?
- What happened?



Bubble Pop

- Hold your arms out and reimagine your bubble.
- Walk around the work area this time look for open spaces you can move into.
- Must stay within work area
- You will have two minutes to complete the exercise



Debrief for Mindset Shift (2 part)

Find your partner

- What did anything feel different this time?
- If so how?
- What happened differently?
- What did you learn?
- How does this relate to the real world?
- What if you didn't have to stay in the work area?
- How will you change your real-world behavior based on your learning?

Where to Find it

- Play by Stuart Brown <https://amzn.to/2JMbvGy>
- Thiago 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/>