

INITIAL PLAY SESSION

- variety of games
- spontaneity
- more than one game at same time
- range of games
- non-equipment games
- more than one referee (= different styles)
- different size groups
- mixing groups/partners
- changing games
- contact/trust games
- demonstrating safety
- conscientiously demonstrating referee qualities
- should not be didactic
- *- should be two hours and at relaxed pace
- *- more than two trainers- good to have lots of games going on
- *- emphasis on variety of games, expand quiet game repertoire
- *- same games in slide show
- *- name games
- ☐- encourage egress availability
- ☐- ok not to play
- ☐- start inside, move outside
- ☐- players continue playing if referee leaves
- ☐- announce along the way not to take notes
- ☐- announce along the way a games list will be created, starting at break

INTRODUCTION/OVERVIEW

- introduce training staff and hosts
- day's schedule
- house details: bathroom, lunch (eat together), potlucks next day(s)?, beverages available, security, festival reminder, breaks to be provided for, when to take notes will be noted
- time agreements: everyone to be on time

FEELINGS

- call it Reflections

Strategies

- *- write stuff on cards. sharing. write one thing, tape on wall in relation to other words- good for 30, not 50 people
- *- small groups, share, then card
- *- group murals: validation of what was experienced; post and can be referred to
- *- feeling lists: pass around, add, then find your own
- *- three sheets to fit word into: anxiety / boredom / (blank); they use words from their lists