

- + - magic circle
- ▣ - small group discussion, mural
- ▣ - individual reflection first, small group discussion, piece of the pie, group presentations building a whole
- ▣ - group brainstorm of feelings on a time line
- ▣ - need individual time and group process to express, and whole group to share at length. leads to what is? definition
- + - tree model: top, leafy part for the feelings session; trunk for the "what it is" session; branches for the philosophy session
- + - wheel model: spokes for the philosophy, hub for the feelings and the rim for "what it is"

WHAT IT IS

- * - convey NG is an attitude towards play
- * - definition of New Games from January 1978 Staff Retreat:
 - (1) that there is shared play
 - (2) that the players have the power to change and/or create games
 - (3) that the focus is fun, to achieve maximum enjoyment

Strategies

- ▣ - in groups of no more than eight, list values and concepts of NG. each group make a presentation (song, dance, poetry, etc.) of no more than three minutes.
- ▣ - group brainstorm: if you were asked "What is NG?", how would you answer
- ▣ - tell them the NGF three. use their examples to make it a functional definition
- ▣ - create a pie, a puzzle
- ▣ - in groups talk about the concept, values based on their experience, then express

REFEREE QUALITIES

- * - what did you see us do? with respect to each one
- * - have list posted, then let people generate qualities as they referee

Safety

- physical
- psychological

Presentation

- clarity
- audibility
- simplicity
- visibility
- ▣ - DDADA: describe, demonstrate, ask questions, do, adapt

Teamwork

- all referees are on one team. no groupings
- sharing of roles: high/low visibility
- supporting people verbally
- sense of overall responsibility
- not competing with other games
- willingness not to help