

Trust (continued)

- as individual relinquishes control, group takes responsibility
- adjustable risk
- is a personal risk
- physical and psychological
- supportive atmosphere
- *- two person and build up
- *- circles, people pass, blind walks, adventure games

Creative Play

- trusting in people and process that it will happen
 - trust necessary for creativity
 - flow, no need for goal
 - spontaneous
 - fantasy
 - silly
 - related around an idea, object, action
 - minimal rules, temporary rules
 - not prestructured
 - *- story telling, clay sculptures, machines, pantomime
 - *- fantasy is the key: theater games
- + - begin with basis of trust, can move into greater physical and psychological risk of soft war and creative play

PLAY SESSION WITH EARTHBALL AND PARACHUTE

Discussion of equipment

- focus on ball rather than people
- attractiveness and nuisanceness
- don't start an activity you can't complete (300 kids ≠ ball crawl)
- consider wind factor
- bringing out the earthball, prepare people stage by stage
- dangers
- high publicity value, draws a crowd
- monitoring equipment when not in use (hiding the earthball)
- same stuff with parachute

Equipment play session

- *- use model without equipment
- *- also use equipment in different ways
- *- pass an object around; each person relates to it differently
- *- suggestion of mime when using the parachute

GAME SHARING

- |||- do prior to referee practice session
- |||- do post name-a-game play session
- |||- pre-festival sharing
- |||- use with game change, brief introduction. good time to reiterate that the players are not what you change, but the game
- + - to begin the sharing, have group in activity levels; will get people into playing sooner
- + - or have group into interest areas: what kinds of games and what kind of people they will be playing with