



Connecting Experience New Game New Rules

AGE GROUP

11+

AMOUNT OF PEOPLE

6+

TIME

30 MIN – 1 HOUR

OBJECTIVE

To learn about partnerships, and working together to achieve a goal.

MATERIAL

Pens, paper, space to move around



Instructions

Together, participants will create their own version of tag, or any other simple game your group enjoys. Tag is a game in which all players run around the space, with one player being on. The player who is on needs to touch another player, who will then be on.

Before you play, split the participants into small groups and have them come up with 3 rules for their new version of the game. Once each group has created their rules, they present them to the other groups.

Working together, participants will need to choose 3 or 4 rules they will use for the game, creating a version of the game they all think will be the most fun.

Once they've agreed on the rules they can play the game, depending on how well it goes they might decide to renegotiate the rules they've chosen.

When they're happy they've created a fun game they could teach it to another group!

Debriefing:

- ▶ Was it difficult to find a game that everyone was happy with?
- ▶ What did you do to make sure every group had an equal say?
- ▶ What way do you think companies can work together to achieve the sustainable development goals?



CONNECTING EXPERIENCE PAGE
<https://ej2020.org/connecting-experience/>

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