



# Today Play on Star

# Monday Play and Games in Life

- playing with the rules

## Tuesday Play at Work

- incorporating play into your workday

## Wednesday Play and Spirituality

- conversation with Rev. Cissel

## Thursday Play and Intimacy

- Kristin Keefe, LMHC

## Friday Play and Screens

- *The Art of Screen Time*

# Parts of a game

## Goal

**What does a player or team have to do to win?** *Cross the finish line first, collect the most marbles, be the last one standing, etc.*

## Challenge

**What obstacles are in the player's way to make reaching the goal fun and interesting?** *Her leg is tied to a teammate's, the marbles are hidden, getting hit with a ball ends game play.*

## Core Mechanics

**What core actions or moves does the player do to power the play of the game?** *Jumping, wiggling, searching, solving clues, ducking, bobbing, weaving, dodging.*

## Components

**What parts make up the materials of play?** *Bandanas? A grassy field, marbles, red rubber balls and a court?*

## Rules

**What relationships define what a player can and cannot do in the game?**

**Mod it**

# Parts of rock-paper-scissors

## Goal

**What does a player or team have to do to win?** *To “throw” the winning shape: rock, paper, or scissors.*

## Challenge

**What obstacles are in the player’s way to make reaching the goal fun and interesting?** *To anticipate which shape your competitor will throw—rock, paper, or scissors—so that you can throw the shape that beats it.*

## Core Mechanics

**What core actions or moves does the player do to power the play of the game?** *Players “throw” an object, meaning they make the shape of an object with their hand and extend their arm to “throw” it.*

## Components

**What parts make up the materials of play?** *Three shapes: rock, paper, and scissors; one hand from each player*

## Rules

**What relationships define what a player can and cannot do in the game?**

- Together, players “throw” a fist with one hand and say “one” “two” ‘three” “GO!”*
- At the same time that the players say “GO” each person throws a shape with that hand.*
- Rock (a fist) beats scissors (a finger V), scissors beats paper (flat hand), paper beats rock.*
- If it's a tie, each person throws a shape again.*

## Space

**Where does the game take place and how does that space affect the game?**

*Anywhere two people can stand facing each other and extend one arm.*

# Parts of rock-paper-scissors

## Goal

**What does a player or team have to do to win?** To “throw” the winning shape: rock, paper, or scissors.

## Challenge

**What obstacles are in the player’s way to make reaching the goal fun and interesting?** To anticipate which shape your competitor will throw—rock, paper, or scissors—so that you can throw the shape that beats it.

## Core Mechanics

**What core actions or moves does the player do to power the play of the game?** Players “throw” an object, meaning they make the shape of an object with their hand and extend their arm to “throw” it.

## Components

**What parts make up the materials of play?** Three shapes: rock, paper, and scissors; two hands from each player

## Rules

**What relationships define what a player can and cannot do in the game?**

- Together, players “throw” a fist with one hand and say “one” “two” “three” “GO!”
- At the same time that the players say “GO” each person throws shapes with both hands.
- Rock (a fist) beats scissors (a finger V), scissors beats paper (flat hand), paper beats rock.
- You have two chances to win by using two hands.**

## Space

**Where does the game take place and how does that space affect the game?**

Anywhere two people can stand facing each other and extend one arm.

# Mod your favorite game ... or your life!

## Goal

**What does a player or team have to do to win?**

## Components

**What parts make up the materials of play?**

## Challenge

**What obstacles are in the player's way to make reaching the goal fun and interesting?**

## Rules

**What relationships define what a player can and cannot do in the game?**

## Core Mechanics

**What core actions or moves does the player do to power the play of the game?**

## Space

**Where does the game take place and how does that space affect the game?**

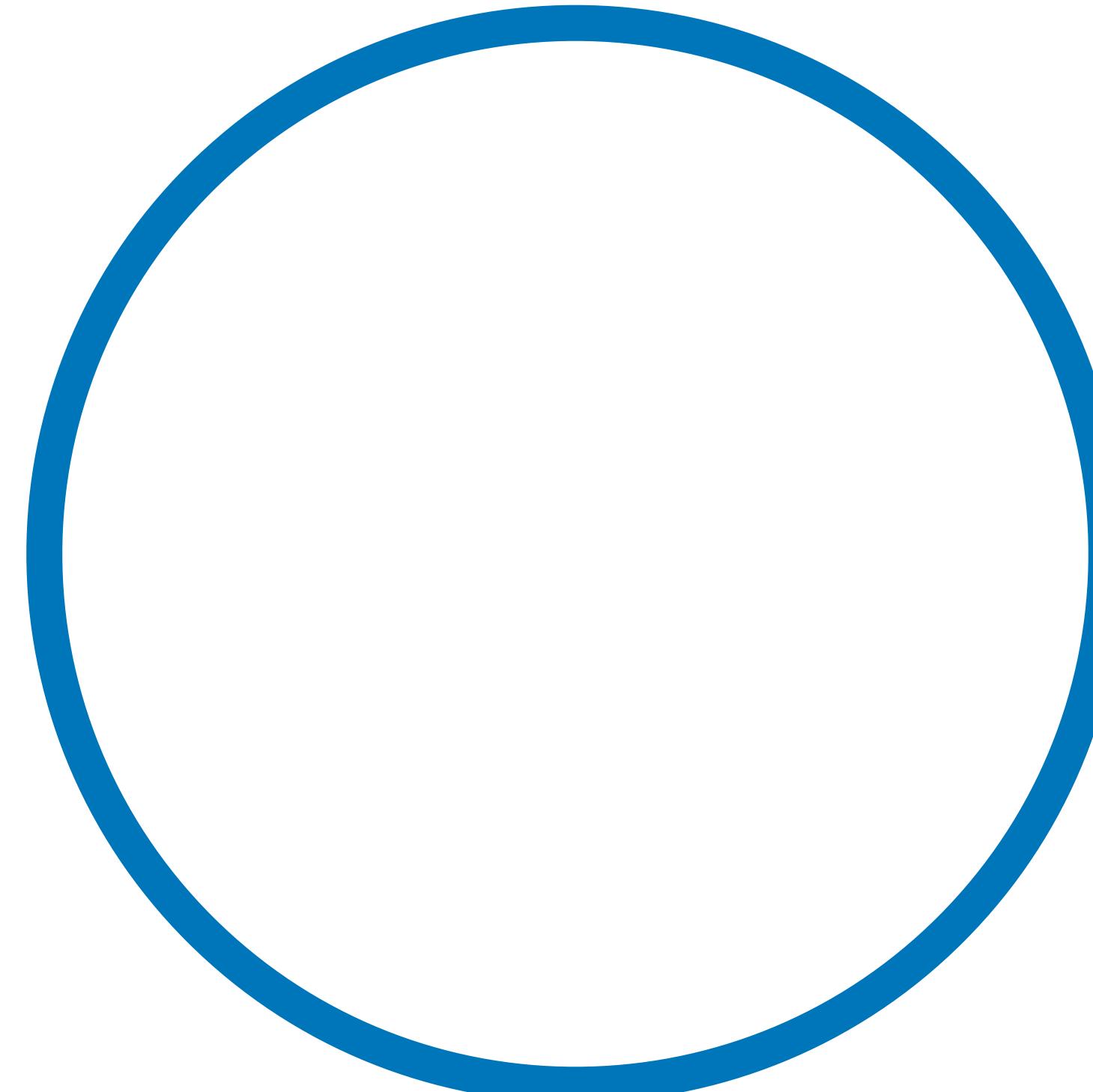
**Modify! Modify! Modify!:** If someone cannot take part for whatever reason ask them how the activity might be modified so that they could take part. Here are some ideas you might think about using:

- For active running around games ask all participants to play like they are in jello so that those who cannot run as fast have a chance.
- If the game involves sitting on the floor make a chair available.
- If it involved reading of a sheet of paper make sure you can provide a large print version for those who have trouble seeing.
- If someone has cognitive delays assign someone to be their helper and explain things to them.
- There are many more that might be helpful. Always be open to troubleshooting with the person and do not be afraid to ask questions. Flexibility is the key!

# Play at Work

## Being Playful

The broadest category. It refers not only to typical play activities, but also to the idea of being in a playful state of mind, where a spirit of play is injected into or infuses some other ordinary action.



**“activities not consciously performed for  
the sake of any result beyond themselves”**

*Gilmore, “Play: A Special behavior.” p.311  
in Rules of Play, p. 310*

**“activities not consciously performed for  
the sake of any result beyond themselves”**

**“activities which are accompanied by  
a state of comparative pleasure,  
exhilaration, power, and  
the feeling of self-initiative”**

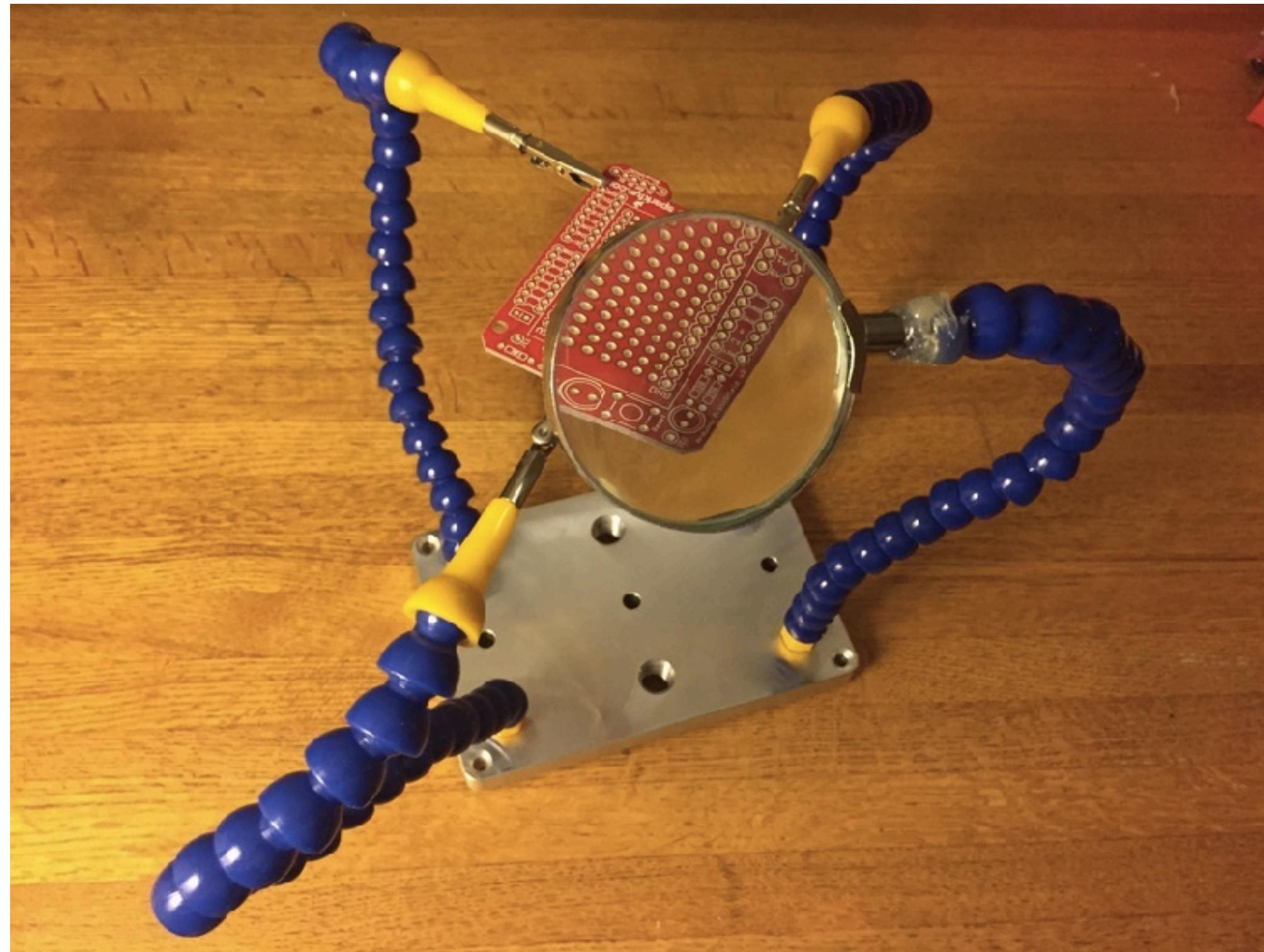
*Gilmore, “Play: A Special behavior.” p.311  
in Rules of Play, p. 310*

**Work & Play on Star**

**Make Every Week**

1.7  
Make Every WeekS

# A BENDY MAGNIFIER



# A LUNCH BOT



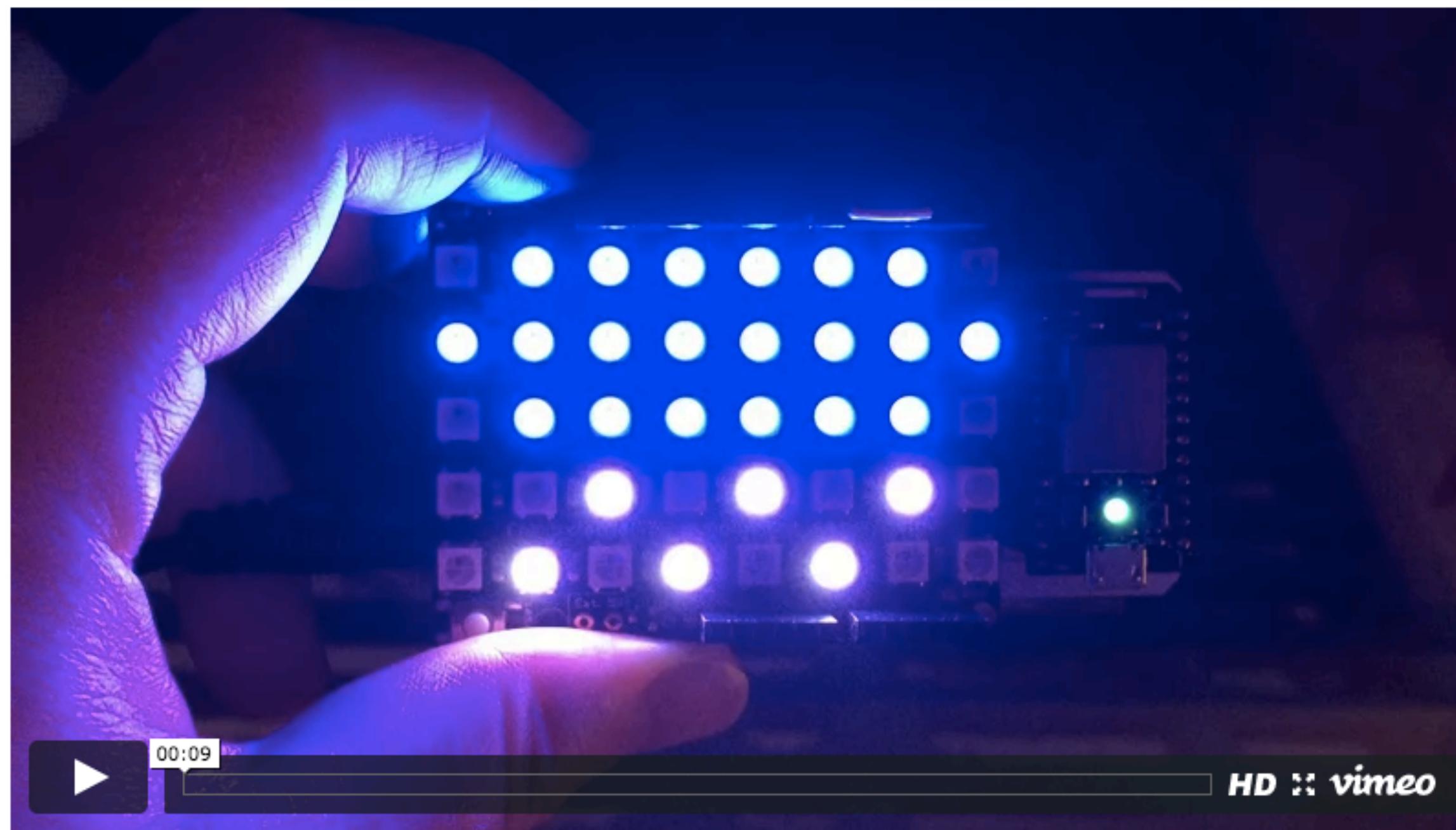
**Lunch Bot** 11:29 AM

Today, may I suggest Mamoun's Falafel. It's here.

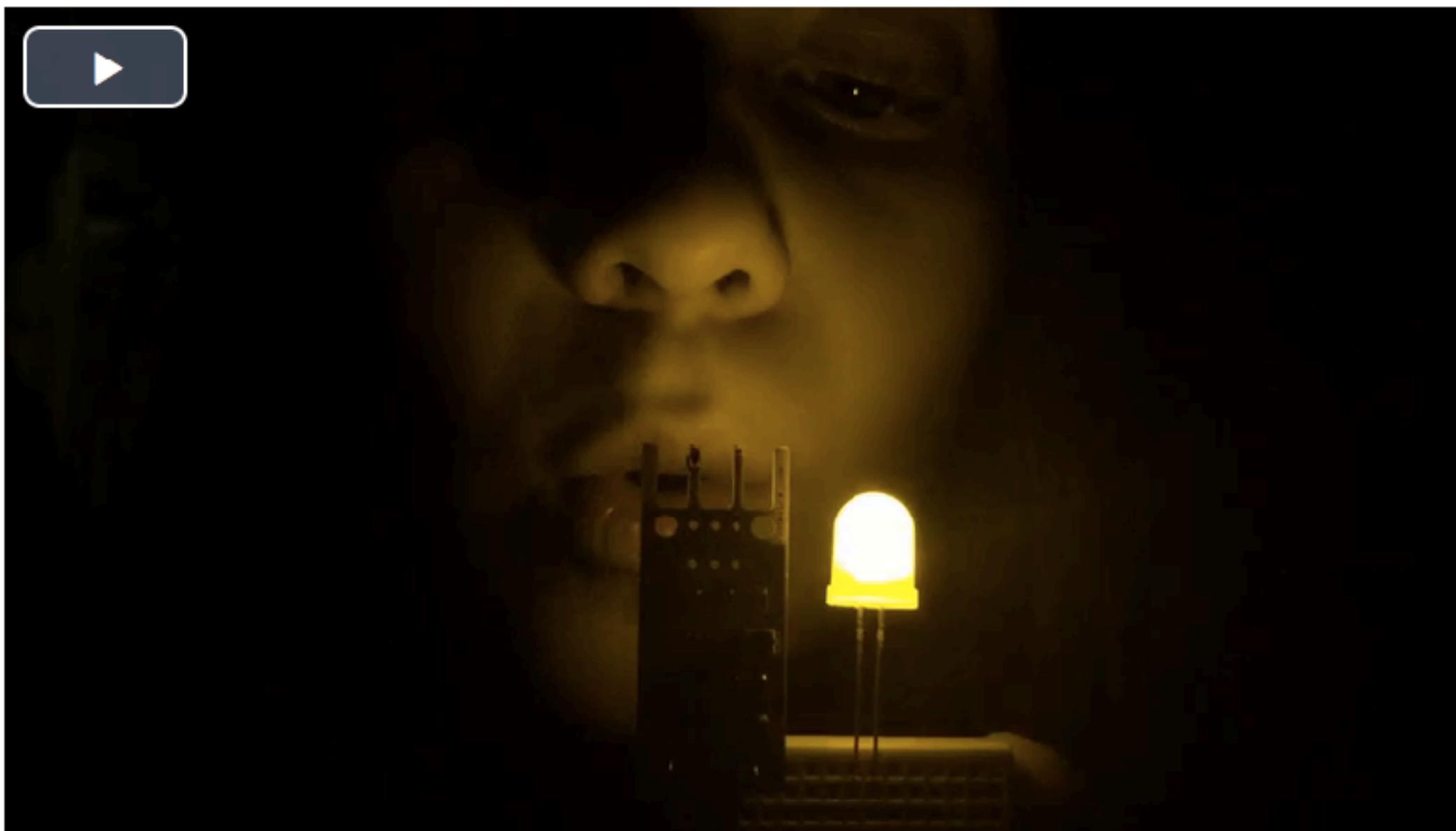
# A CAT TOY



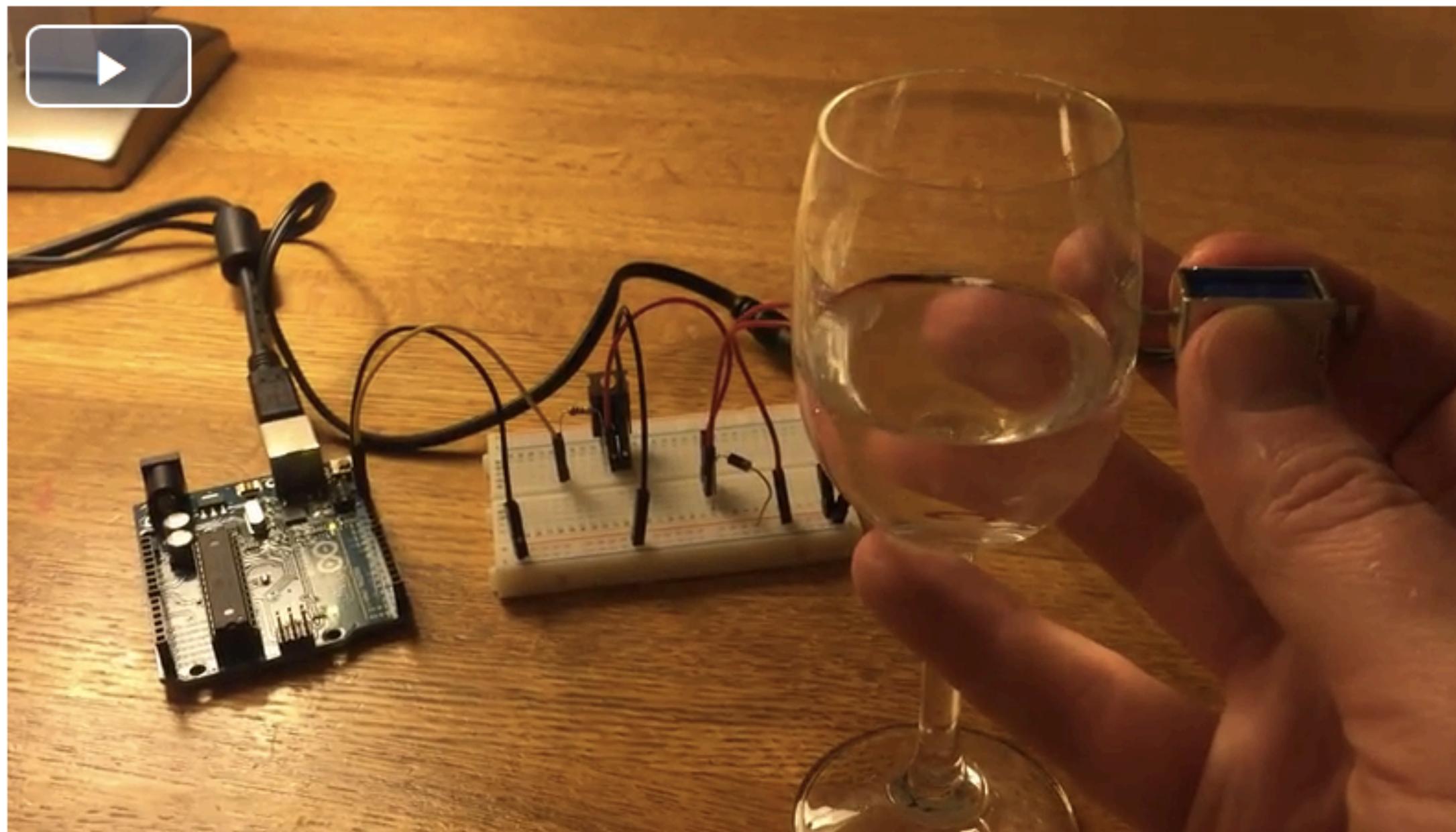
# A WEATHER BOT



# AN LED CANDLE YOU CAN BLOW OUT



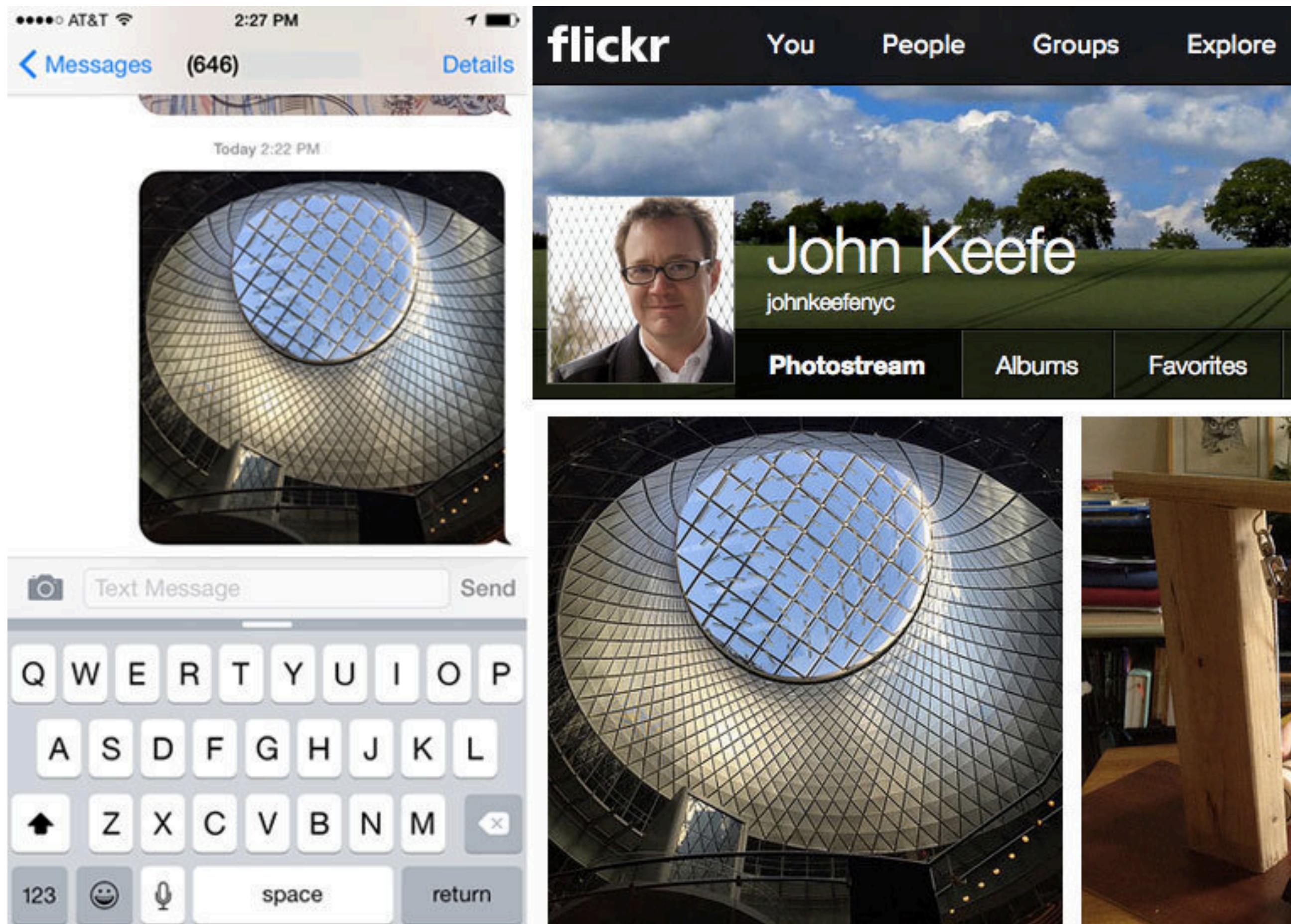
# A TAPPING ROBOT



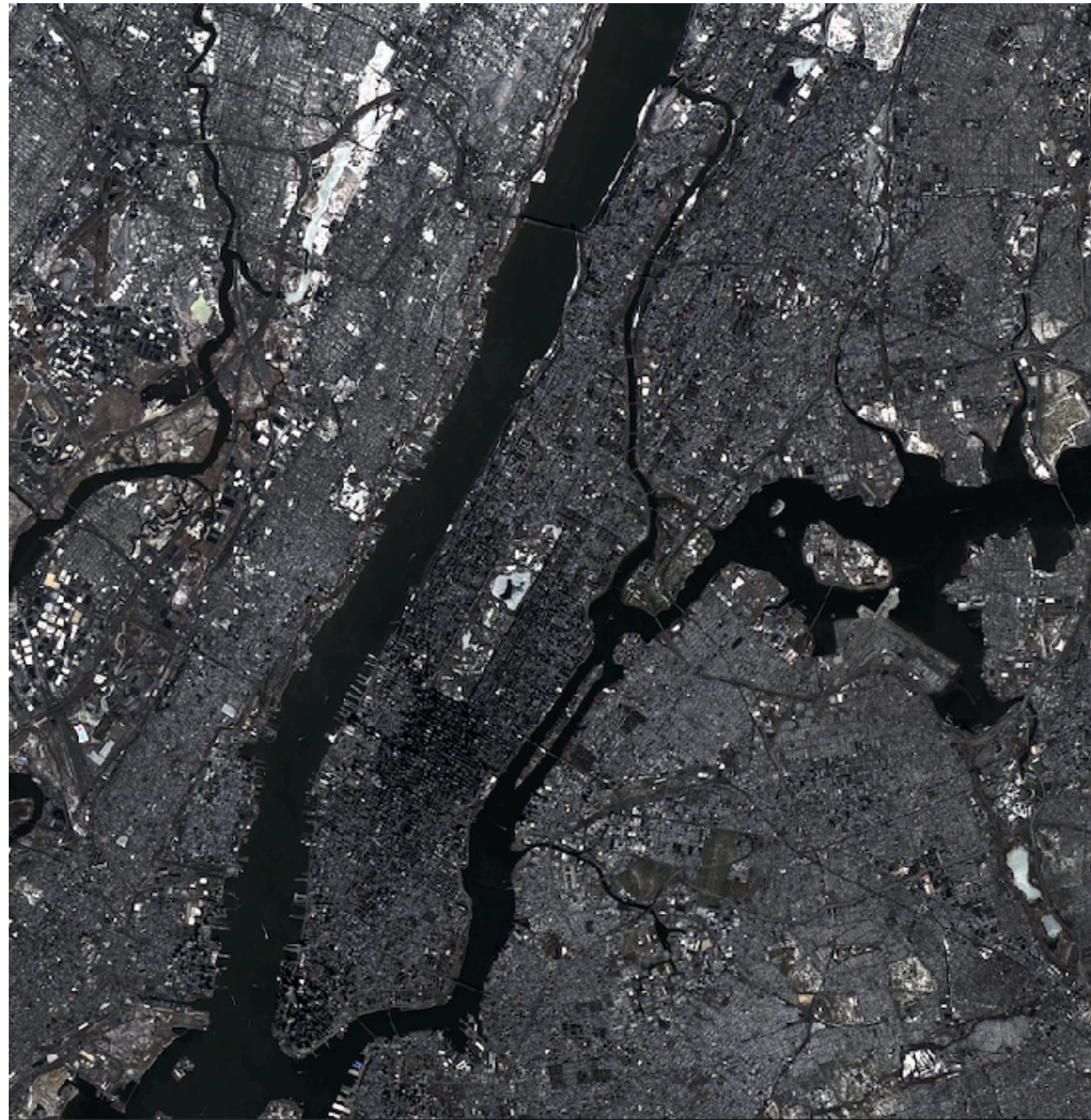
# A PEOPLE SNIFFER



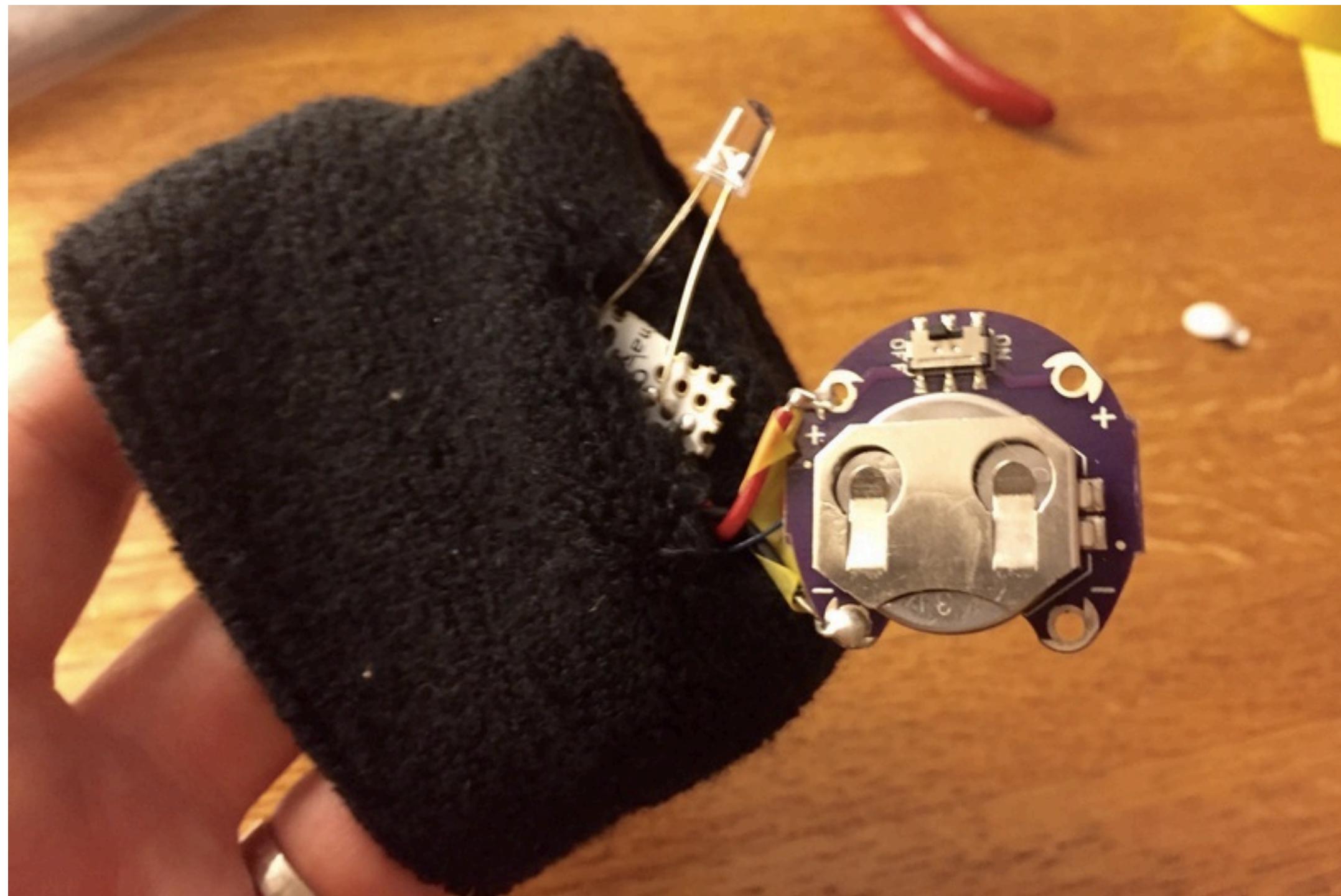
# A THING THAT POSTS PICTURES TO FLICKR WHEN I TEXT IT



# SELFIES FROM SPACE



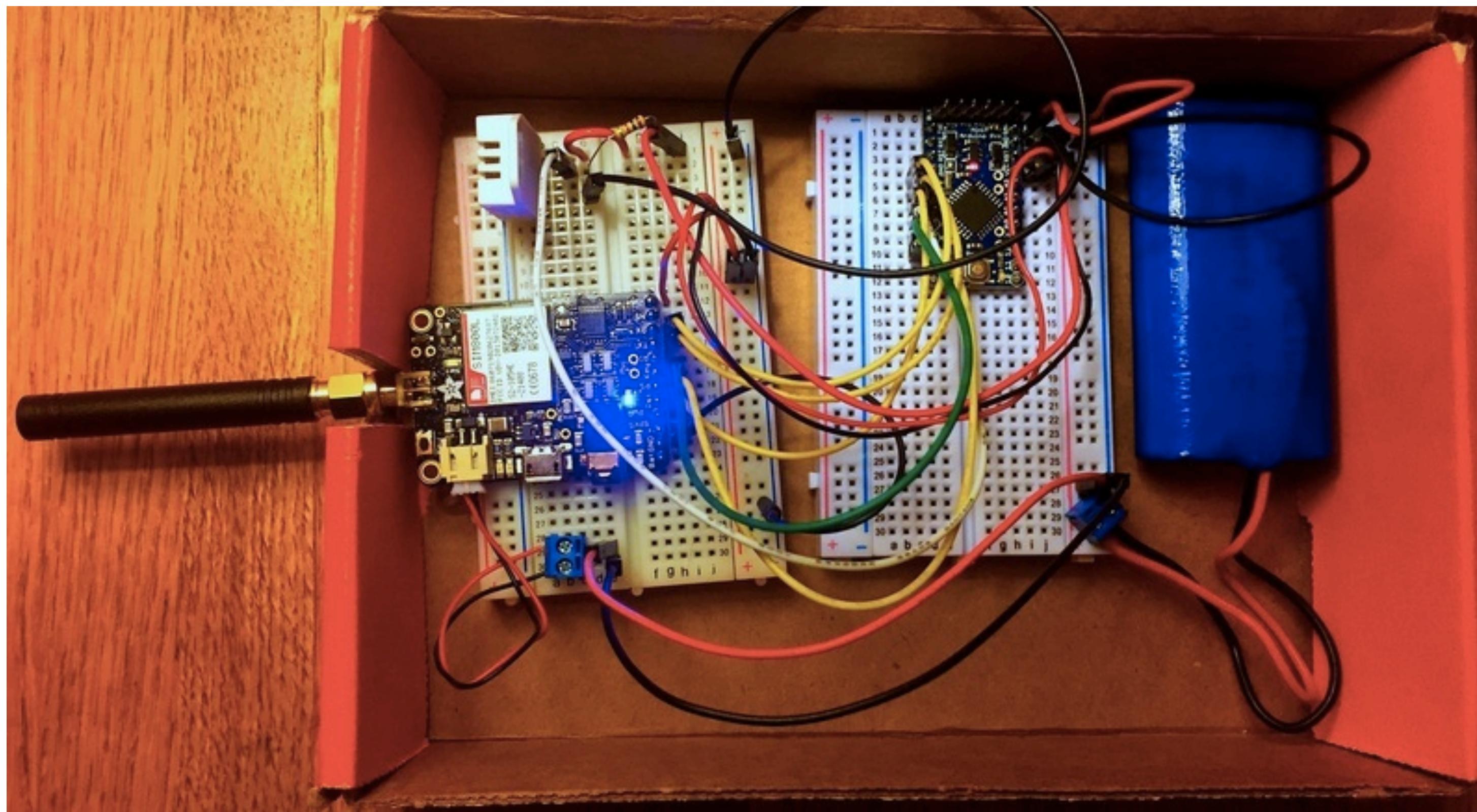
# A FITNESS WRISTBAND



# A REMOTE-CONTROLLED EGG

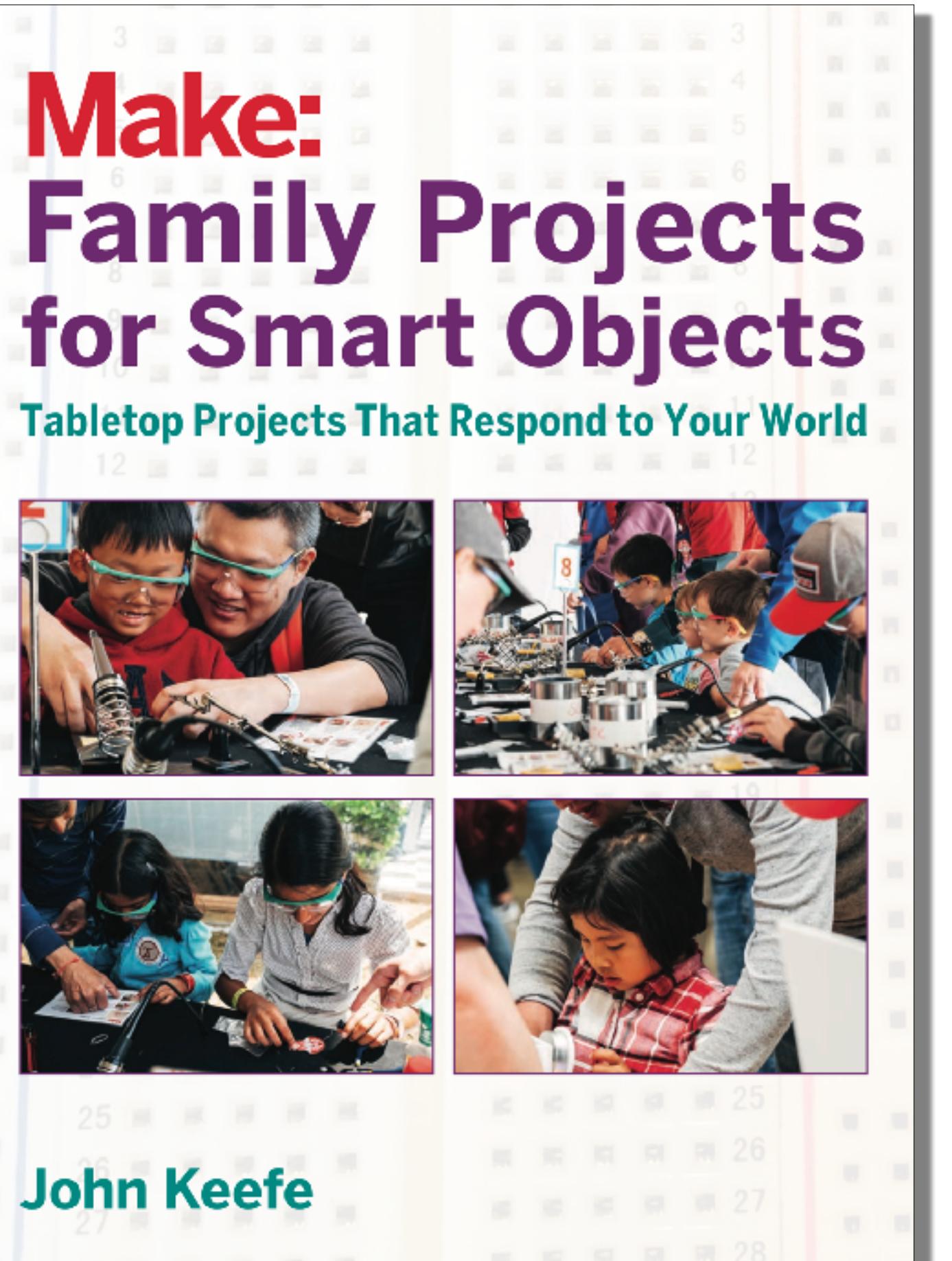


# A TEXTING THERMOMETER





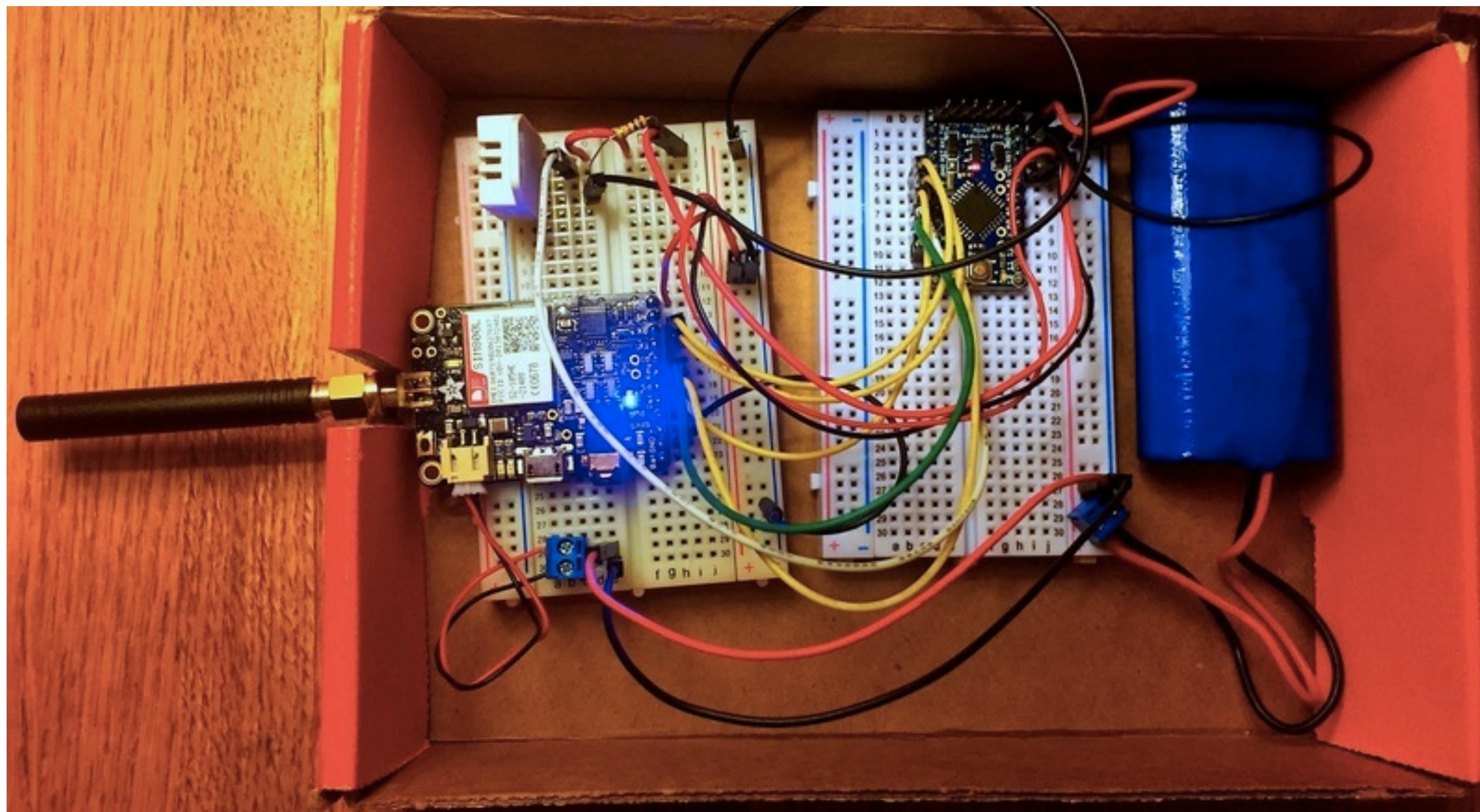
**MAKING THINGS**  
**demystifies technology**  
**kicks fears**  
**builds courage**  
**develops skills**  
**is totally fun**

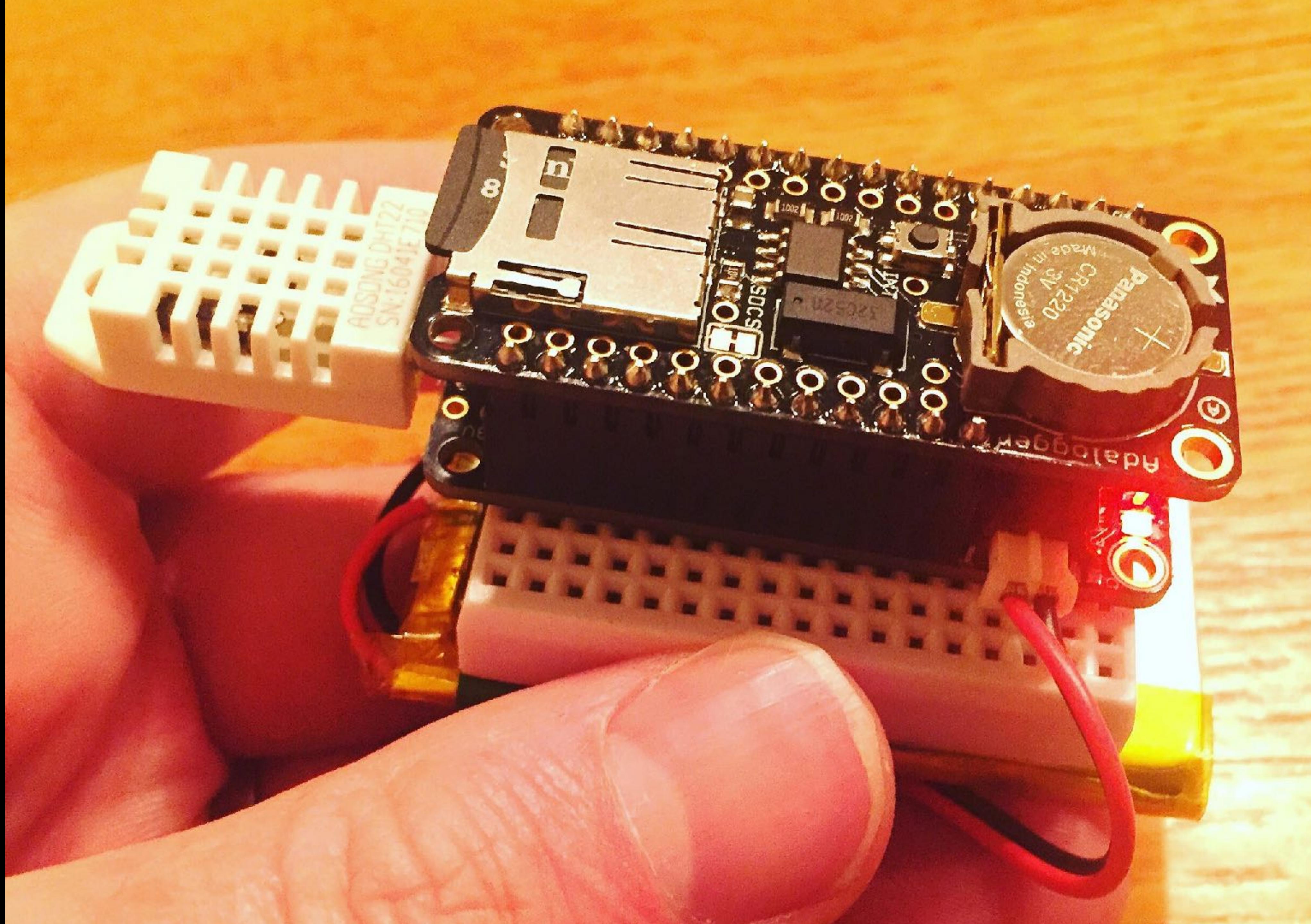


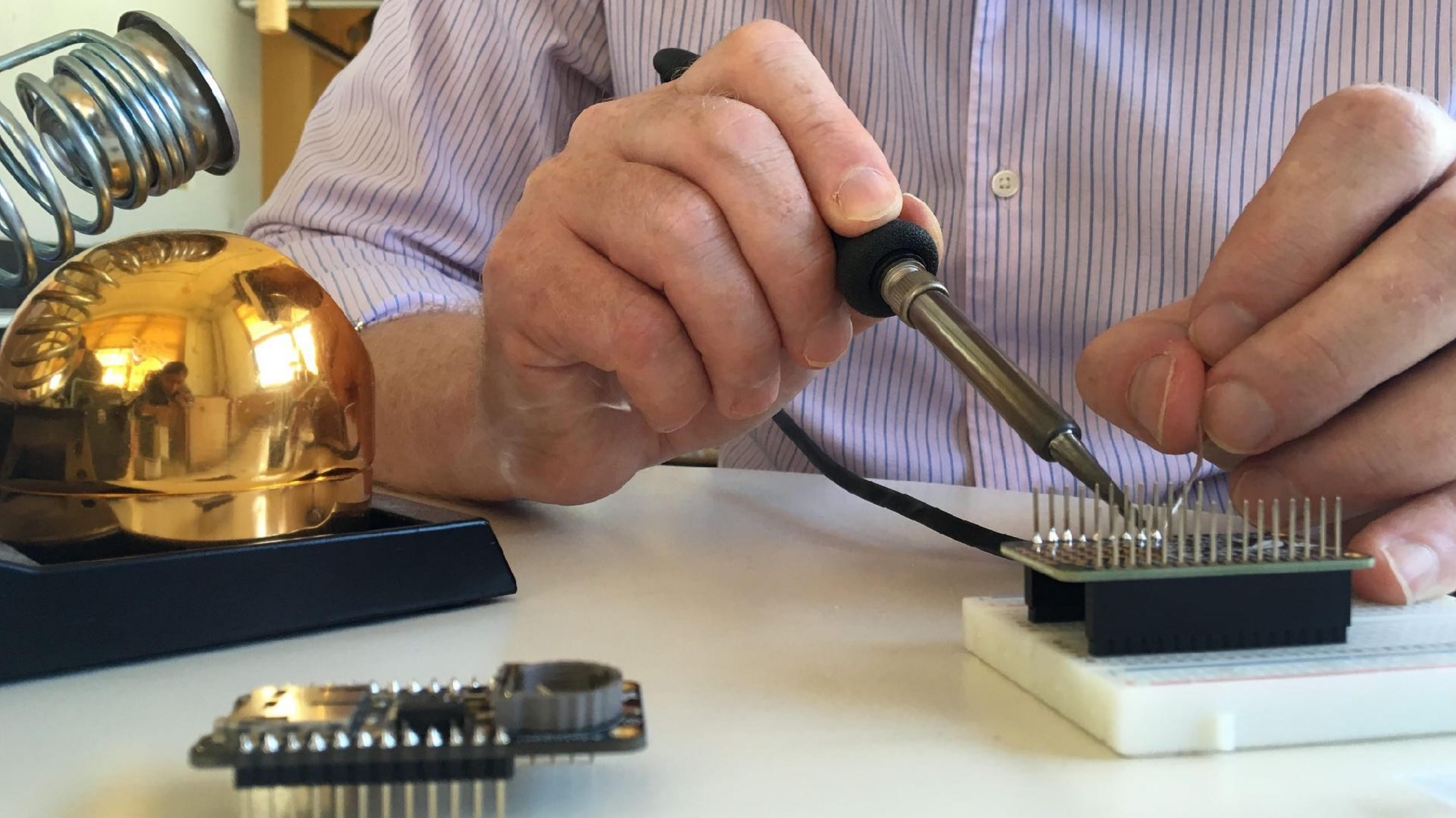


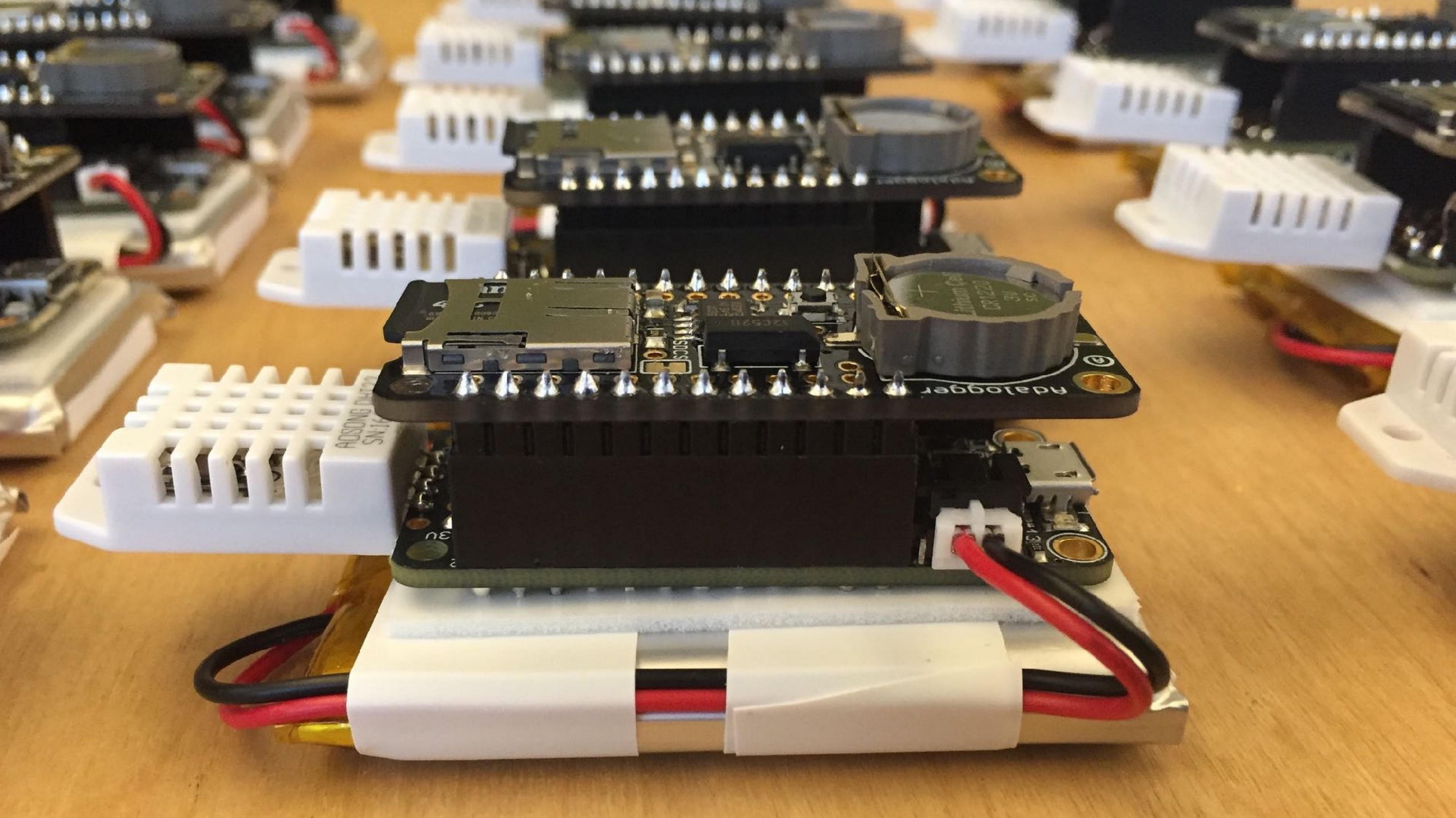
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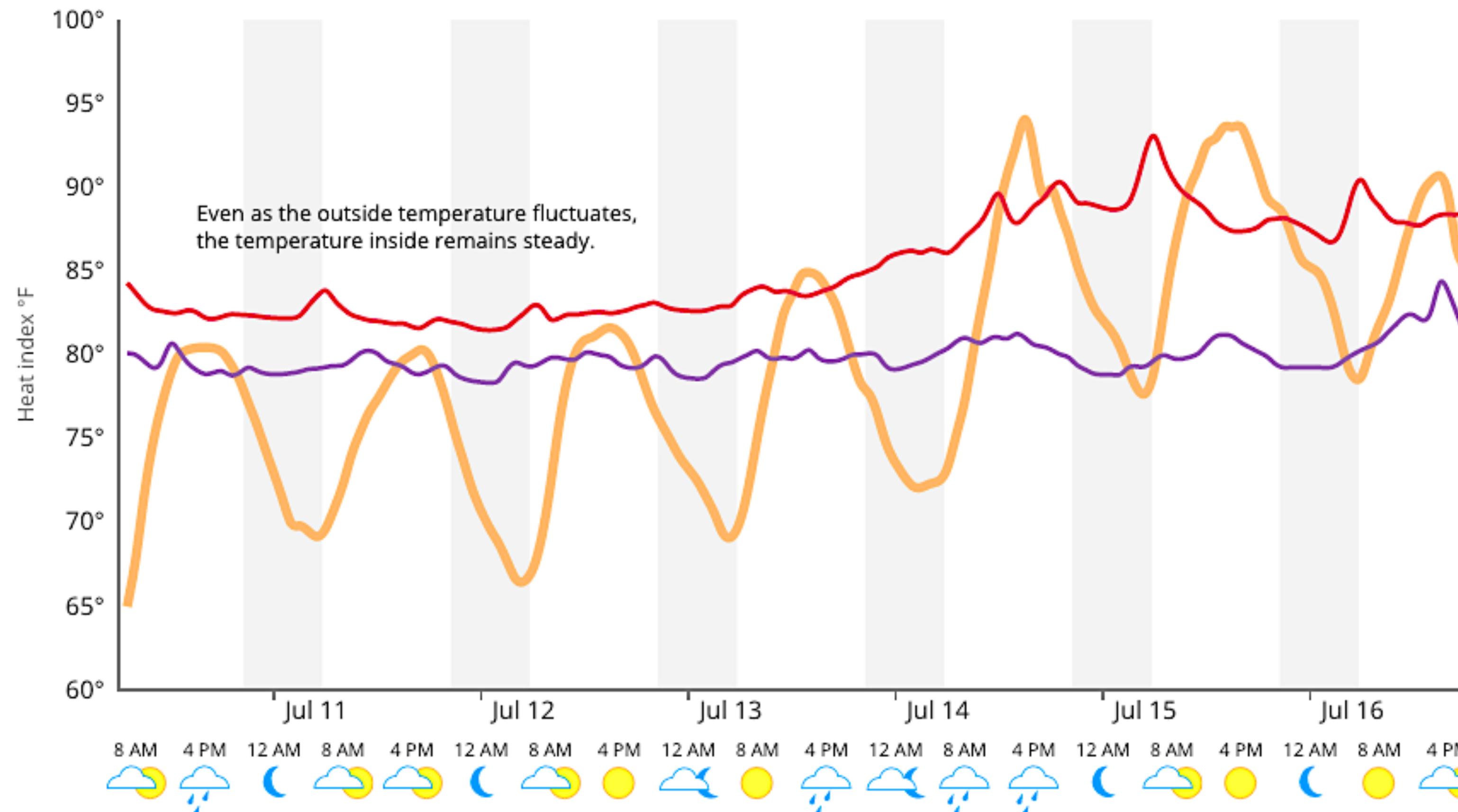


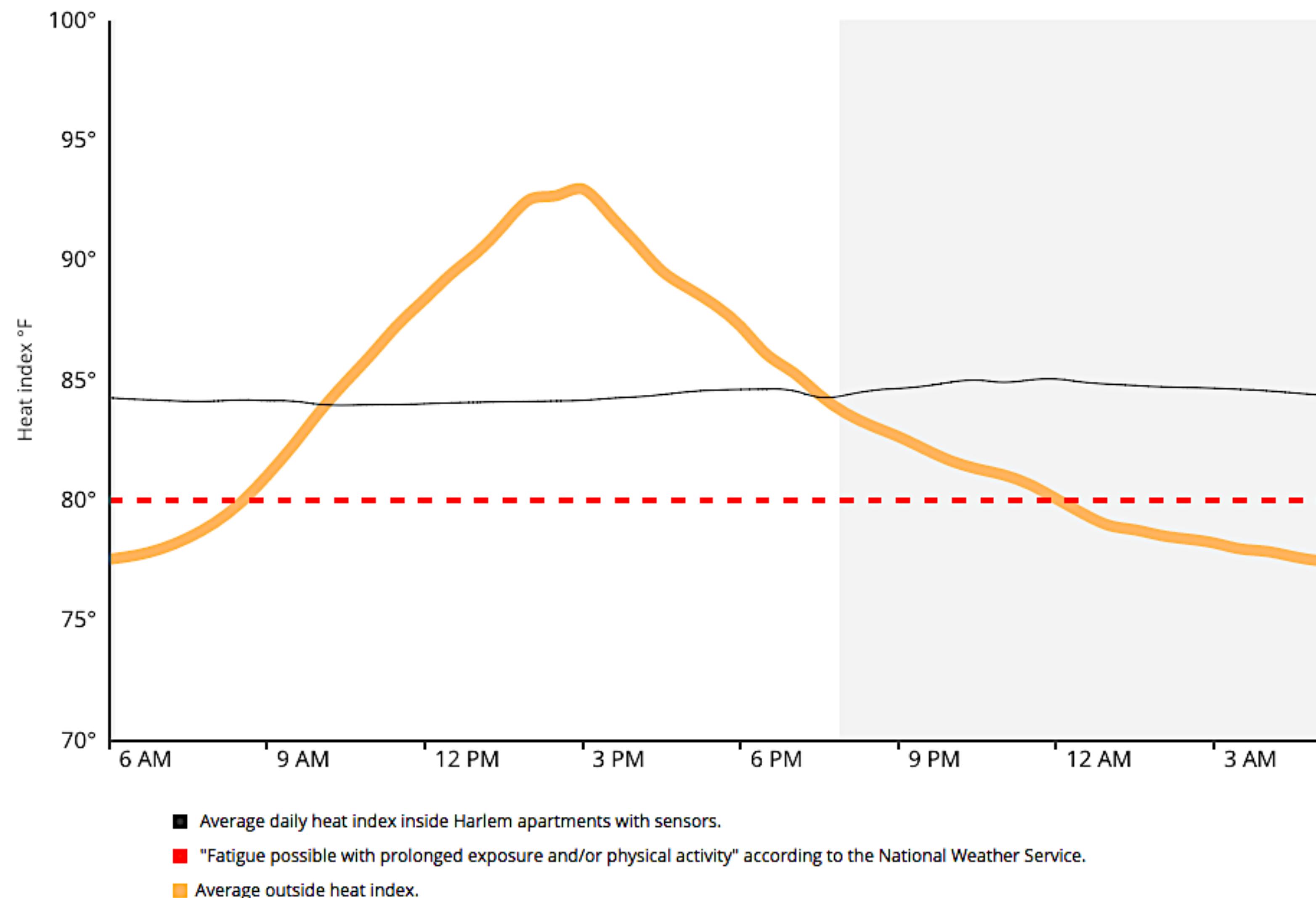


■ First floor of a 10-story building, with south-facing windows. Apartment has an A/C, but it's in a different room from the sensor.

■ Top floor of a 7-story building with southeast-facing windows. Apartment doesn't have A/C.

■ Outside heat index



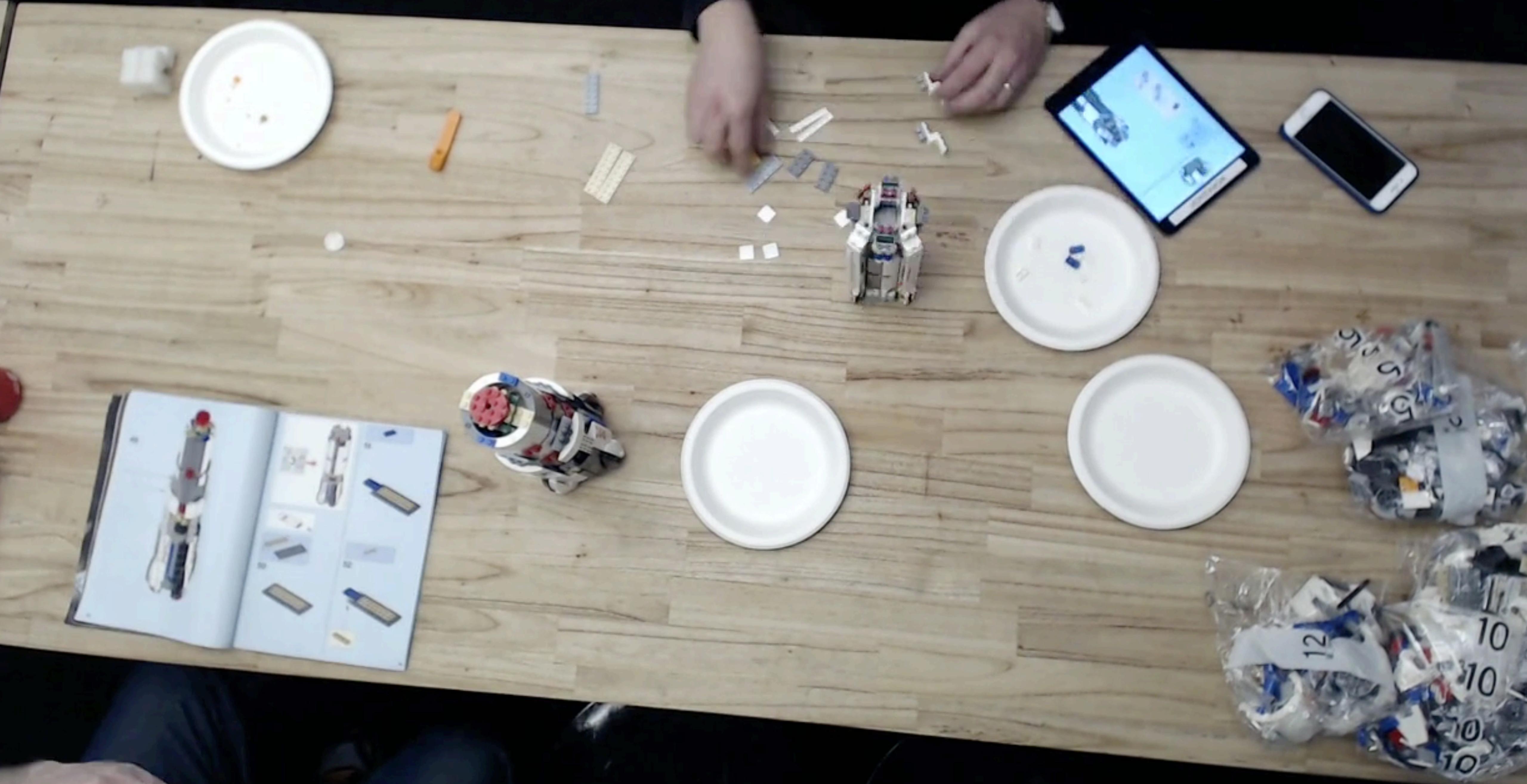


<https://project.wnyc.org/harlem-heat-chart/audio.html>

# Play Days

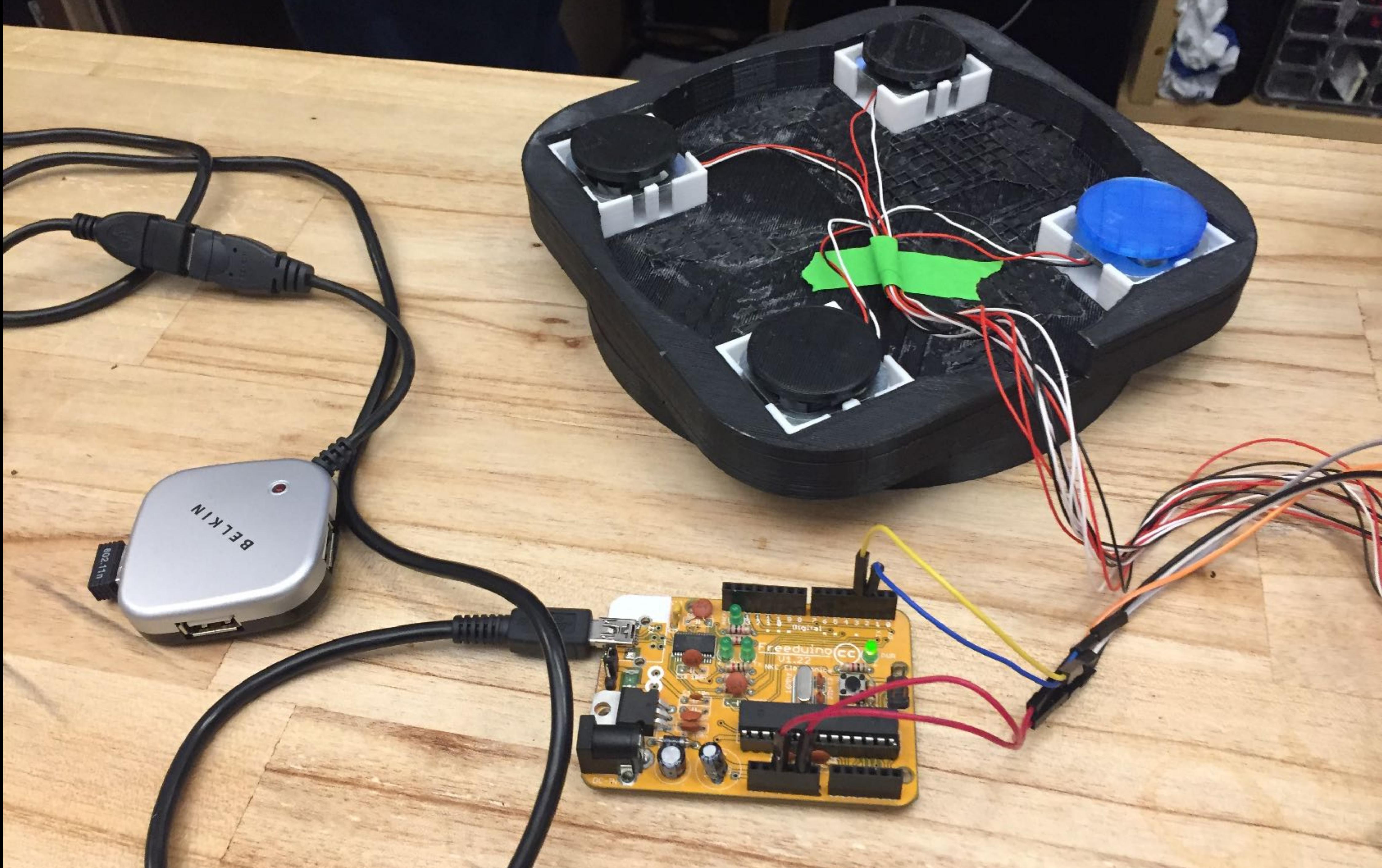
BUILD  
ME

Start  
Here









Friday, July 20th



**coffeebot** APP 8:39 AM

Coffee status (updated 11:45):

right:



left:



Message #coffee



