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Keine Stimmen

# Tips for game masters



Whoever has done it before knows that explaining and leading games is not always the easiest task. The following tips and instructions should help you to become even better at it

## Phase 1: Preparation

- READ THROUGH THE GAME AND CHANGE IT UP EVEN: Read through the game instructions and then picture the game in your mind's eye. Does it make sense? Is it suitable for your kids (age)? Could it be simplified or made more difficult to better suit your target audience (more/less action, more/less complex, etc.)?
- CREATE YOUR OWN GAME GUIDE: &Um;think about how best to explain the game. The longer your explanations, the more likely it is that many children will not be able to follow you. Practical tip: In the end, there should be no more than five simple instructions with which you explain your game. The best thing to do is to write down (or memorize) the key points of your game instructions. That way you won't sweat explaining your game
- MATERIAL SUMMARY: Go through your game instructions and write down all the materials you need. Things like whistles, stopwatches, etc. are always forgotten. Make sure you write everything down. Afterwards you can pick out the material and make it ready to go.

## Phase 2: Game explanation and grouping

Your player explanation should be presented clearly and unambiguously. For this purpose, the following order is recommended

1. introduction: What is it about? (Rough plot, possibly reference to the story you have heard)

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2. actual player explanation (see preparation) including when it is over

3. additional rules

4. playing field (boundaries)

5. Grouping

6. Notice of potential hazards

7. opportunity to ask questions

Sometimes it can make sense to explain the game by re-enacting a typical game situation

### Phase 3: Game execution

The game starts on the agreed signal. During the game, the game leader often has to mediate, but sometimes he also plays an essential role. But he should always keep an eye on the whole, so he should look around from time to time to recognize possible dangers or misbehaviour early and to be able to counteract them. In some cases it will be impossible to interrupt the game for a short time

## General notes

- No "game explainer" has fallen from the sky yet ... or at least not very often. Übungung (and reflection/feedback) make(s) the master here too!
- Children are often not particularly motivated to play if some of the leaders do not participate in the game. Discuss in advance whether all leaders play along (recommended!)
- Have an eye for games that could be tricky for the individual. Consider whether in these cases it may be appropriate to allow individual children not to participate.
- When the game leader is involved, he can intervene and steer better than from the sidelines.
- A game should only ever last a limited time ... Boredom danger! Quitting when it's at its best is a good strategy!
- Involve players. Maybe someone has a good idea how to improve the game even more?

## Image credits

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### Weitere Informationen

*Tags*
Instructions

*Age*
from the age of 16

*Number of participants*
No data available.

*Bible*
This information is missing.

*Material*
None

*File download*
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