

STORY-LIVING GAMES

'Engaging, Enriching, Educating'

STORY-LIVING GAMES are a combination of workshop, role-play, gameplay and discussion, suitable for those aged from around seven upwards.

They encourage participants to become truly invested in an activity and focus on priorities. A key element is numerous interactions within and between teams, with clear communication and decision-making necessary to achieve their objectives.

Games are set in the past, the present or the future and may include fantastical elements. Rules are kept simple, to encourage accessibility, with creative thinking required for success.

If you have a specific theme or focus it is possible to design a bespoke game to suit your needs. Just ask to see how we can help.

Call Paul on
07736 550654



THE SHATTERED CITY:

Developing leadership through gameplay and building resilience in challenging scenarios.

Set in the aftermath of a natural disaster, teams encounter crises and setbacks, learning how to deal with these through negotiation and compromise. Suitable for school councils and other leadership positions, the game is an excellent way to develop the confidence to take action.

*British values
Developing empathy
Triumph over adversity
Cooperation and competition*



MINEQUEST MATHS:

Last year saw a new game, run in Leeds and also as a part of Horizon Community College's holiday programme. The first outings saw participants designing avatars, building towns, mining for gems and constructing golems, all the while trading and negotiating. In the process they developed understanding of ratio, percentages, and probability. Currently in development is an intervention game.

Current KS2-3 History games include:

It's All Greek to Me, Tribal Times (Celts & Romans), After Rome, Way of the Samurai, 1940:Finest Hour and The Somme

*Decision making and dealing with consequences
Effective team working to reach agreement
Thinking creatively and problem solving
Organising time and managing resources
Negotiation with others - participating effectively
Analysing, anticipating, taking and managing risk
Reflection on learning, considering their actions*



'I liked how some pieces of paper and a few counters could make a game this big'
Year 6 pupil, Sheffield

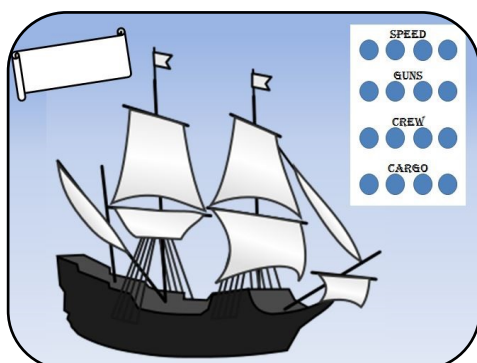
'That was the best teamwork I've seen in this class all year' Year 5 Teacher, Barnsley



'Simple rules, but complex decisions due to the game's size and scope' KS5 student, Sheffield

THROUGH ADVERSITY, TO THE STARS

Our latest game is suitable for up to around 60 older players and involves teams representing multinational corporations and scientists in the near future. They must push boundaries to send humanity to the stars, identifying priorities and working with others to overcome problems.



LITERACY: THE PIRATES...coming soon!

Next is a game for creative writing. Participants spend a day working in teams, some gathering booty and seeking buried treasure, whilst others will be in the service of the King, trying to track down lost pieces of the Maltese Crown and apprehend pirates. By the end of the game there will be enough tales of adventure to encourage the most reluctant of writers.



Do you want an INSET session on games, after school or as part of a training day?
Ask for more details



Holiday Programmes & Bespoke Game Designs Available
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