UC Agriculture & Natural Resources

4-H, Youth and Family (includes home livestock)

Title

4-H Tabletop Gaming (Hobbies) Project

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Tabletop refers to board games, card games, dice games, and other games played on a flat surface. The Tabletop Gaming 4-H project introduces members to the fundamentals of game theory and game mechanics through experiential playing and reflection on games. The field of tabletop has expanded enormously and the variety of games now utilizes diverse mechanics (including turns, dice, role-playing, worker placement, tile-laying, and other rules or processes).

- Learn about the history of tabletop games, the bread, and depth of games available.
- Reflect on game mechanics, gameplay type, and identify your preferred play styles.
- Design and test your own game based on key game mechanics and victory conditions.

Games should align with the mission and goals of 4-H and be age-appropriate.

Starting Out *Beginner*	Learning More *Intermediate*	Exploring Depth *Advanced*
• Play and reflect on introductory games, such as adventure, board, card, dice, strategy, and tile-based games. • Play and compare a competitive versus a cooperative game. • Learn about the basic game mechanics in popular games– particularly with regards to the role of chance.	• After becoming familiar with a few games, start to analyze the game mechanics and develop a play strategy that capitalizes on this. • Compare games based on their gameplay types– asymmetric, cooperative, emergent, and nonlinear. • Reflect on and discuss how you can adapt (or modify) a game to change gameplay.	• Play an advanced strategy game (taking over 5-hours). • Learn how others have designed, developed, and tested games. • Design your own game, based on identified game mechanics and victory condition. Test it with the group.

The activities above are ideas to inspire further project development. This is not a complete list.

4-H Thrive!

Help Youth:

Light Their Spark

A spark is something youth are passionate about; it really fires them up and gives them joy and energy. Help youth find what it is about tabletop games that excites them.

Flex Their Brain

The brain grows stronger when we try new things and master new skills. Encourage youth effort and persistence to help them reach higher levels of success.

Reach Their Goals

Help youth use the GPS system to achieve their goals.

Goal Selection: Choose one meaningful, realistic and de-manding goal.

Pursue Strategies: Create a step-by-step plan to make daily choices that support your goal.

Shift Gears: Change strategies if you're having difficulties reaching your goal. Seek help from others.

Reflect

Ask project members how they can use their passion to be more confident, competent and caring. Discuss ways they can use their skills to make a contribution in the community, improve their character or establish connections.

Expand Your Experiences!

Citizenship

- Host a tabletop game event at a local library or community center to celebrate International Tabletop Day (April annually).
- Learn about the benefits of games for building social capital.
- Research and support fellow game designers through crowd-funding websites.

Leadership

- Become a Junior or Teen Leader for the tabletop game project.
- Teach someone else how to play one of your favorite games.
- Play a game that requires one person to act as the lead role (e.g., Dungeon Master). Invite players to provide feedback on your leadership style after the game

Science, Engineering, and Technology

- Develop a game that helps players understand a scientific concept or theory.
- Investigate games available in both real-world and online formats and identify the benefits and disadvantages (for example, Carcassonne is available in a box and also an app).

Healthy Living

- Learn how games may enhance socio-emotional learning and psychological well-being.
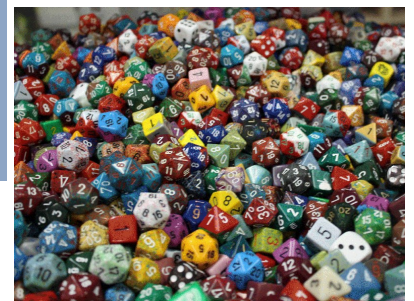- Learn to navigate conflicts during gameplay and resolve conflicts positively.

Resources

- Game Mechanics https://badgeville.com/wiki/Game_Mechanics
- BoardGameGeek- Board Game Mechanics www.boardgamegeek.com/browse/boardgamemechanic
- Game Mechanics Explorer gamemechanicexplorer.com/

Suggested Introductions
Cooperative
- Forbidden Island
- Pandemic
Worker-Placement
- Agricola
Strategy
- 7 Wonders
- Settlers of Catan
Tile Placement
- Carcassonne
Story-Telling
- Gloom
Deck-Building
- Dominion
Rule Variation
- Fluxx

The UC ANR 4-H Youth Development Program does not endorse, warrant, or otherwise take responsibility for the contents of unofficial sites or games.

Connections & Events	Curriculum	4-H Record Book
Presentation Days – Share what you've learned with others through a presentation. **Field Days** – During these events, 4-H members may participate in a variety of contests related to their project area. Contact your UC Cooperative Extension office to determine additional opportunities available, such as a field day.	• Entropy– Tabletop Games Curriculum http://entropymag.org/tag/tabletop-games-curriculum/ • Design a Board Game http://www.mathshell.com/publications/numeracy/boardgame/boardgame_teacher.pdf • Book: *Challenges for Game Designers*	4-H Record Books give members an opportunity to record events and reflect on their experiences. For each project, members document their personal experiences, learning, and development. 4-H Record Books also teach members record management skills and encourage them to set goals and develop a plan to meet those goals. To access the 4-H Record Book online, visit ucanr.edu/orb/

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