SUBMITTED BY
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ON
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★ ★ ★ ★ ★
Keine Stimmen

Games room



- Introduce games - play

- Hold a whole tournament at the end of the game period

WHO WILL BE KING OF THE GAME?

Basic idea / Goal:
One or two board games are presented per event. Invention, background, game idea announced and then play and play. At the second event a new board game will be announced and mainly played on it. Depending on the number of participants, the already known games will also be provided for practice.

At the end of the playing period (end of year or quarter), the game is determined on which an entire tournament is held. In the process, a game king is determined. Of course, the tournament can be run with all games, or the tournament game can be announced at the beginning.

Duration / Period / Effort:
Ideal would be weekly games, so that game fever can develop.

An entire project week on the topic of board games is also well conceivable.

It is up to each group to decide whether to play for two or more hours per event. The effort is not very great. However, the game instructions must be studied well and all games must first be tried out by the group itself

Suitable for:

- Any situation, depending on what board games are chosen
- It will appeal mostly to gamers

Materials needed:

- A lot of board games: You have to ask around early. The games should be borrowed e.g. Abalone, Carambole, Chess, Mill, Checkers, Maze, Make haste, Chinese Checkers...

Aids:
Have the games explained or introduced by people who are enthusiastic about them

Cost:
If the games all have to be purchased, it will be very expensive.

Execution of the project:
You can draw attention to the project with advertisements, and posters. Another way to make people gluschtig is that the games are played by the leaders on the street. The event (including the beginning and the end!) must be well organized, and the people must be motivated again and again. It is best to use one experienced game leader per game table.

Important notes:
Games are heavily dependent on local trends - or you can try to be a trendsetter.

Application:
Great for new teens in the group or for getting to know youth group people, geared towards game natures.

Source credits

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Weitere Informationen

Categories
Games and activities

Tags
Games
Game tournament
Competition
Game night
Group programme

Age
8–12 years

Number of participants
1–20
20–30
30 – 100

Bible
This information is missing.

Duration
No data available.

Terrain / surroundings
In enclosed spaces

Material
A lot of work

File download
File download available

KI Generierter Inhalt
Contents
Categories
Tags
Age
Number of participants
Bible
Duration
Terrain / surroundings
Material

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