

Unitarian Universalist Small Group Ministry Network Website
Session Plan
“Games People Play”
Evergreen Fellowship, Marysville, WA, Spring 2009

Preparation: Important! These instructions need to be read or handed out at the meeting before the Games People Play Session. At the next meeting, you are requested to bring with you a game or some representation of a game such as a board game or card game. We will not be playing any of the games, but as in “show and tell” you will be offered the opportunity to talk about a game that has been significant in your life. Be prepared to share with others in your circle about why this particular game is meaningful to you.

Gathering Music: Games People Play, by Joe South on-line at
<http://www.playlist.com/searchbeta/tracks#games%20people%20play%20south>

Chalice Lighting:

Opening Words: From: Roger Caillois

French sociologist [Roger Caillois](#), in his book *Les jeux et les hommes (Games and Men)*,^[6] defined a game as an activity that must have the following characteristics:

- *fun*: the activity is chosen for its light-hearted character
- *separate*: it is circumscribed in time and place
- *uncertain*: the outcome of the activity is unforeseeable
- *non-productive*: participation is not productive
- *governed by rules*: the activity has rules that are different from everyday life
- *fictional*: it is accompanied by the awareness of a different reality

Round 1: Check-in.

Round 2: Sharing the Game. Each member is given time to share the game they have brought and tell the story of why it has been significant in their life and why they have chosen to bring it.

Round 3: What role have games played in your life?

Round 4: What kind of game player are you: competitive, strategic, impulsive? Are these characteristics true of you generally, or only in game situations?

Round 5: Some people refer to general activities in life as a game. For example, politics, negotiation and relationships are each at times referred to as a “game”. In your life do you or those around you treat common activities as a “game”? How does the “gameness” of the situation change the character of your experience? How does the experience of “winning” play out in your life.

Closing Words:

END OF GAME. The first player to go bankrupt retires from play. However, when the second bankruptcy occurs, the game ends. Play immediately ceases, with the bankrupt player's turning over to their creditor all that they have of value, including buildings and any other properties. This happens whether the creditor is a rival player or the Bank.

Each remaining player then values his/her property.

(1) Cash on hand

(2) Lots, Utilities and Railroads owned, at the price printed on the board.

(3) Any mortgaged property owned, at one-half the price printed on the board.

(4) Houses, valued at purchase price.

(5) Hotels, valued at purchase price including the value of the three houses turned in.

THE RICHEST PLAYER WINS!

Extinguish the Chalice