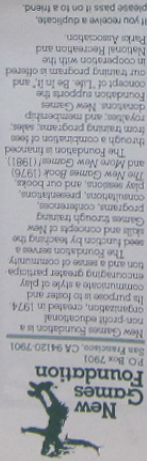


## 1982 New Games Schedule of Trainings

**A** New Games Training brings together a diverse community of professionals and offers an opportunity to share a weekend of learning the fundamentals of New Games through an experience of playing. The ideas and skills learned at a training will enable you to incorporate both the games as well as the philosophy of New Games into your work setting.



**New Games Foundation** is a non-profit educational organization, created in 1974. Its purpose is to foster and encourage greater participation and a sense of community. The Foundation serves a wide variety of people with programs, conferences, play sessions, and our books, *The New Games Book* (1976) and *New New Games!* (1981) through a combination of fees, royalties, and membership donations. New Games Foundation supports the concept of "Let Be in It" and our training programs is offered in cooperation with the National Recreation and Parks Association.

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## What is New Games?

**N**ew Games is an approach to play that encourages participation, community and creativity. The concept of New Games can be applied to any game and is adaptable to a wide variety of settings.



**New Games is an Attitude Towards Play.** This means . . .

Any game can be a New Game. This means active and quiet games, outdoor and indoor games, small and large group games. The game is the vehicle for our interactions.

Anyone can play. We structure games so that anyone who wants to play can do so. Because the player is the most important part of a game, we give ourselves the freedom to change the game so we're all challenged to play our best.

Our play is shared. As players we all control the games we play. We empower ourselves to suggest and collectively make changes in the game. That way the game is right for all of us.

We care about each other's safety. When each of us takes part in making our games physically safe, we build the trust that helps to make the games emotionally safe.

Our goal is bringing people together. This means any people: families, co-workers, clients, friends; and any place: class-

rooms, social gatherings, hospital wards, gymnasiums, neighborhood parks. It's a way for people to communicate and interact freely.

We play for the fun of it. We have no prizes to win, opponents to beat or standards to achieve, other than our own. There is no pressure to cheat or play dangerously in order to win, and no anxiety over losing to keep us from playing our best. When we're playing just for fun, we can PLAY HARD, and PLAY FAIR, with Nobody Hurt.

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