

Creating Rules

Home Learning Guide to Lesson Pack 002



Welcome to the Home Learning resources for *Checkpoint Kids*. For the 05 September issue we are offering you the opportunity to create a set of rules for when you are playing a computer game with other people.

Before you begin the activities on these pages, why not look back at pages 20 to 23 of the magazine and see the wonderful creations from the children of Cooper and Jordan School.

The following resources refer to Wii Sports, so you might want to take a look at pages 12 and 13 too.

If you don't have access to a Wii console, you can write rules for any game you play which has two players or more.

Ready? Let's begin...

1. Research

RULES ARE an essential part of everyday life. They keep us healthy and safe, and they make sure that everything is fair. Let's start by looking at some rules you might be familiar with.

- Type 'House Rules' into your search bar and select images.
- Take a look at the kinds of rules that people who live together follow.
- Do you recognise any of them?
- Think about some of the rules that apply where you live.
- Write a few of them down.
- How many of them have **you** made? Do you have a 'Keep Out!' sign on your bedroom door?
- How many of the rules for where you live are written down and how many of them are un-written rules? Use Worksheet 1 to help you with this.
Un-written rules can cause arguments. This is because sometimes people assume that other people know their un-written rules. Unfortunately, not everybody thinks the same way.
- Talk to an adult who has set some of the rules for where you live. Ask them to explain why a particular rule was made. It could be to keep you healthy and safe, protect the home, or to make things fair.

ONLINE multiplayer games have a lot of rules for how the games should be played and for what is acceptable behaviour. These include lots of rules about the kind of language that can be used in chat rooms, and about being polite to other players.

In this issue we are looking at the rules you might want to introduce when playing games with friends, or members of your family, who are in the same room. One excellent example of this type of game is Wii Sports.

2. Plan

PLANNING is essential when deciding the rules for a gaming session. If you start to play without deciding on the rules first, you might end up in arguments where people become upset. Setting the rules before you begin can help to avoid this unpleasant situation.

HERE IS one way that you could create a set of rules.

- Think about when you have played games before. If you had any disagreements, what were they about?
- Did the disagreements develop and turn into arguments?
- How were the issues resolved?
- One great way of resolving arguments is to have a referee. This should be someone who isn't playing the game.
- A referee can apply the rules fairly to everyone.
- You will need to think carefully about the kinds of things that you might argue about.

These might include:

- some people being far more skilled than others and so they always win
 - older players may be at an advantage due to their experience and skill
 - the oldest players might be at a disadvantage because their understanding of the game and their reaction times are slower
 - very young players might get confused about how to play the game, or lack the physical ability to compete at an adult level
 - some players might try to distract others
 - some players might argue with the rules that exist inside the game itself
 - some disappointed players might become angry and rude
- You need to think carefully about your own situation and which rules might need setting
 - Once you have thought about the kinds of rules you would like to set, you need to check that they are realistic and fair to everyone



I Wonder...Can you give a good reason why the referee in a football game is not one of the players?

3. Create

THIS IS where you write down the rules for when you are playing a particular game. Use Worksheet 2 to help you.

- once you have written down the rules, ask an adult to read through them
- try playing the game using the new rules. You will have to be prepared to change them if they are not working
- be prepared to write new rules for situations you had not anticipated
- you could ask players to sign an agreement to abide by the rules before you start the game

ONCE YOU have created your rules, make sure everyone understands what they are, and that you appoint a referee – someone who can make a fair decision based on the rules you have written.

Not all rules are about arguments. You might want to include rules about safety, or rules that reward positive behaviour.

Here are some suggestions for the kind of rules you might like to set.

- introduce a handicap system for more experienced players – change their stance when playing, close one eye...
- keep a separate scoring system from the one in the game – give or take away points depending on the age or ability of the player
- players who distract others miss a turn – or have their next turn taken by the person they distracted
- inexperienced or younger players can team up with an expert to help them
- players who are rude have to miss the next game
- the referee has red and yellow cards to warn players before the rule is applied
- players who lose gracefully get to go first next time
- players who sit quietly and respect other players when they are taking their turn receive a treat



If no one can agree to a set of rules, you might need an adult to set them for you!

Remember, the whole point of playing games together is to have fun. Don't make so many rules that no one wants to play.

4. Share

NOW ALL you need to do is get an adult to complete a permission slip and email your rules to the magazine! We would love to see how creative you can be and who knows, you might even be published in a future edition of *Checkpoint KIDS*! Remember, we accept VCs, drawings, recordings and images.