

FAIRShip

The FAIRStart Game

This game is designed for letting players experience and learn one basic principle of the secure-base approach to childcare institutions management. The game forces players to strike a balance between completing childcare tasks and achieving a relationship with the children.

Features

Game for 3-6 players (and 1 master of the game)

Playing time: 45-60 minutes + debriefing

Materials

1 Playing board (the deck of FAIRShip, a space ship for children of the universe) (to be printed on 8 A4 sheets)

1 Daily Routine table (the table with the duties for the different times of the day)

1 pawn for each player (can be a coin or other small object)

34+ Children cards, with a picture of the child on one side, and its name and information on the back

34+ Clips

20+ Event and action cards

1 sand glass or stopwatch

1 pen + scoring table (for the game master)

Preparing the game

Place the game board on a table, where possibly people can walk around. Players will be standing around the table, and should be able to reach the board from all sides.

Take 6/8 random children cards for each player (for example, 24 if 3 players are playing), and place them randomly in the ROOMS of FAIRShip.

Take the deck of the event cards and place them face down on the side of the board.

Place the Daily Routine table beside the board.

Brief players with the following narrative: "In this game you will be staff members of FAIRShip, the first childcare spaceship of the universe. FAIRShip received orphans from all planets of the many inhabited planet systems across the universe – and you will have to manage them all. These children will give you a lot to do, and you will collaborate to complete all the tasks needed to take good care of them, such as dressing them, feeding them, having them playing and learning, etc. But remember, children require a lot more than this – you will have to give them attention and establish a relationship with them by learning all you can about them."

Finally, show players children cards (both front and back), and illustrate them the rules of the game, namely:

- The daily routine and how time is managed
- How to complete tasks (show them all movements)
- Moving around
- Relationship questions
- Events (you do not really need to explain that, only to mention them)

Players can be given a few minutes for briefing and organize themselves, but this should be maximum 3 minutes.

Playing the game

The game proceeds following the 6 times in the day: wake-up, morning, lunch, afternoon, dinner, night. A time of the day is called a *round*. Each round lasts 3 minutes (this time can be adjusted by the game master if players are either too slow or too fast). A full game is a full day (6 rounds) or two full days (12 rounds, 6 of “exercises” and 6 of “high performance”).

During each round, players have to complete the tasks in that part, as indicated by the Daily Routine table. Completing a task means completing the physical action indicated for that task. For example, to wash a child in the morning, a player needs to caress its card 3 times. Tasks should be completed in the correct room (for example, eating in the canteen, sleeping in rooms, etc.).

Moving around

In order to move across the board, players should move their pawns. Pawns cannot “fly”, but should “sweep” across the board, and use doors (they cannot go through walls!).

In order to move children across the board, the player should be in the target (arrival) location, and then he can move children cards one by one. Cards move like pawns: sweeping and not flying, and using doors. Notice that spaces cannot be overcrowded (children cards should not be stacked!)

Scoring

The game master will take care of controlling what tasks are completed in each round, and annotate them in the scoring table.

1 COMPLETED TASK FOR 1 CHILD = 100 points (performance score)

1 UNATTENDED CHILD = -100 points (performance score)

After each round, the game master will pause and ask players questions about children, following the indications in the scoring table. Questions concern specific features of children, and measure the quality of the relationships: players must take time to learn about children while completing tasks.

1 CORRECT ANSWER = 500 points (relationship score)

1 FALSE ANSWER = -200 points (relationship score)

Event cards

Event cards represent things that can happen during the day, and can be used in two ways:

1. The game master takes a card and uses it for “spicing” a round or creating more tension in the game
2. Players are asked to take one card from the event deck, to be applied in the next round (according to the flow of the game, this can be 1 card for all players, or 1 each)

it is advisable to start using event cards after a few rounds, when players got used to the basic rules of the game and can manage higher complexity.

End of the game

The game ends when the day is over (6 rounds), or the two days are over (12 rounds).

Debriefing

Debriefing is key when learning with games, as it is the moment of reflection, where the gameplay actually becomes new knowledge.

In FAIRShip, debriefing can start from scores: the game master can comment on the total points for performance and relationship, and see how high/low these are.

Further debriefing can address the following items:

1. How childcare was organized (a group of children for each players, by tasks, etc.)
2. If routine was taken into account (for example, if children sleep always in the same room)
3. The connection between performance and relationship (if players take time to read cards while performing tasks, or after that, in "free time")
4. If players help each other
5. How unexpected events (event cards) are handled
6. How children are managed (for example, in groups by stacks, or individually)

DAILY ROUTINE

WAKE UP		MORNING		LUNCH	
Wake them up *	ROOM Put pin on card	Dress *	ROOM Rotate cards 360° (face-up/down/up)	Wash hands *	BATHROOM or TOILET Caress card 2 times
Wash them *	BATHROOM Caress 3 times the card	Re-order room *	ROOM Put cards in a deck, shuffle them	Eat lunch *	CANTEEN Tap 6 times on card
Breakfast *	CANTEEN Tap 3 times on card	Learn ****	PLAYROOM or CANTEEN Tell a story aloud	Play ****	PLAYROOM or GARDEN Sing a song aloud
AFTERNOON		DINNER		NIGHT	
Nap *	ROOM Remove pin, count to 10, put pin on again	Wash hands *	BATHROOM or TOILET Caress card 2 times	Bath *	BATHROOM Caress 5 times the card
Snack *	CANTEEN Tap 3 times on card	Eat dinner *	CANTEEN Tap 6 times on card	Wear pijama *	ROOM Take card between hands, breath on it
Play or learn ****	PLAYROOM or GARDEN Tell story/sing aloud	Play ****	CANTEEN or PLAYROOM Sing a song out loud	Sleep *	ROOM Remove pin, caress

* indicates actions that should be carried out with a single child

**** indicates actions that can be carried out with a group of children

SCORING TABLE

WAKE UP	MORNING	LUNCH
PERFORMANCE		
Wake them up * Max: _____ Score: _____	Dress * Max: _____ Score: _____	Wash hands * Max: _____ Score: _____
Wash them * Max: _____ Score: _____	Re-order room * Max: _____ Score: _____	Eat lunch * Max: _____ Score: _____
Breakfast * Max: _____ Score: _____	Learn **** Max: _____ Score: _____	Play **** Max: _____ Score: _____
Events _____	Events _____	Events
RELATIONSHIP		
1 question per player: point to a child and ask its name Correct: _____ Wrong: _____	2 questions per player: tell a name, ask player to find the card; then ask the player to tell the age of that child Correct: _____ Wrong: _____	2 questions per player: choose a cards and ask the player to tell age and a feature of that child Correct: _____ Wrong: _____
TOTAL:	TOTAL:	TOTAL:

SCORING RULES:

- 1 COMPLETED TASK FOR 1 CHILD = 100 points (performance score)
- 1 UNATTENDED CHILD = -100 points (performance score)
- 1 CORRECT ANSWER = 500 points (relationship score)
- 1 FALSE ANSWER = -200 points (relationship score)

AFTERNOON	DINNER	NIGHT
PERFORMANCE		
Nap * Max: Score:	Wash hands * Max: Score:	Bath * Max: Score:
Snack * Max: Score:	Eat dinner * Max: Score:	Wear pijama * Max: Score:
Play or learn **** Max: Score:	Play **** Max: Score:	Sleep * Max: Score:
Events _____	Events _____	Events
RELATIONSHIP		
2 questions per player: tell a name of a child usually taken care of by another player, ask player to find the card; then ask the player to tell the age of that child Correct: Wrong:	2 questions per player: ask player to find a child of 3 years, then name a feature and ask player to find a child with that feature Correct: Wrong:	3 questions per player, decided by the game master. Correct: Wrong:
TOTAL:	TOTAL:	TOTAL:

SCORING RULES:

- 1 COMPLETED TASK FOR 1 CHILD = 100 points (performance score)
- 1 UNATTENDED CHILD = -100 points (performance score)
- 1 CORRECT ANSWER = 500 points (relationship score)
- 1 FALSE ANSWER = -200 points (relationship score)



FAIRShip game has been purpose-designed by seed for the project FAIRStart.