Bonding Through Board Games

Lesson Objectives

At the conclusion of this lesson about board games and family strengths, participants will be able to:

- » Understand the definition and purpose of Eurogames or Euro-style games.
- » Develop the six major qualities of successful and strong families.
- » Know how to build and strengthen family cohesion.
- » Build shared memories through a common, enjoyable experience.
- » Apply social-emotional and academic skills

Potential Audiences

- » Intergenerational groups
- » Community groups
- » Veterans
- » Seniors
- » Churches
- » Families
- » Schools
- » Special needs families
- » Gaming groups
- » Social workers

What Leaders Need to Prepare for the Lesson

- » Pocket cards for each quality of a strong and successful family (MF3403)
- » Displays to explain and showcase the program
- » Fact sheets for participants (MF3401)
- » Brochures to further promote the program
- » Board games for participants to play
- » PowerPoint presentation to promote the program
- » Time to read over the leader's guide

Introduction

Family bonding time is important to maintain close relationships among family members. One way to increase





this time is through the use of Euro-style board games. A Eurogame, or Euro-style game, is a class of tabletop games that generally uses abstract pieces in a literal theme, and it is designed around the concepts of creating, developing, or nourishing. Euro-style games emphasize strategy while downplaying luck (players are allowed to control randomness) and indirect player conflict, which usually involves competition over resources or points. These game qualities create a positive environment for relationships to grow.

For a game night event, set up tables around the room with four to five chairs at each table. Place one table at the front of the room and spread out all board games on this table. This will allow participants to look at the games and select the ones they want to play. If desired, set up a table for non-sticky snacks on one side of the room for participants to enjoy away from the games. Take a few minutes at the beginning, or as participants enter, to explain the lesson for that night (pocket card) and how the event will run. If one chooses, use the PowerPoint presentation to explain the program.



Community Activities

- » Mega Game Day An extended period of time over the course of one day to play board games while connecting and communicating with family members or game mates.
- » Bi-Monthly Game Events Scheduled bimonthly game nights for participants to come and play games.
- » Parents/Family Events at Schools Board game collection taken to schools for parents or family events.
- » Community Event Celebrations Board game collection taken to another community event.
- » Holiday Event Games incorporated into a chosen holiday (e.g. Christmas, Hanukah, Maulid al-Nabi, Diwali, Kwanza, etc.).
 - » Santa, Easter Bunny, etc. could be invited to be present at the event
- » **Community Displays** Display(s) set up at community settings (for example, a community center, school, religious center, etc.).
- » Presentations to Community Groups Presentations on the purpose and ways to conduct a family game event.

References

- Ankowski, A. & Ankowski, A. (2015, June 23). Bringing Back Family Game Night. Expert Tips & Advice. Retrieved from http://www.pbs.org/parents/expert-tips-advice/2015/07/bringing-back-family-game-night/
- Curry, Andrew (23 March 2009). "Monopoly Killer: Perfect German Board Game Redefines Genre," https://www.wired.com/2009/03/mf-settlers/?currentPage=all
- DeFrain, J. (2007). Family Treasures: Creating Strong Families. New York, Lincoln, NE. Shanghai Press.
- Duffy, Owen (Nov. 25, 2014). Board games' golden age: sociable, brilliant and driven by the internet. The Guardian, https://www.theguardian.com/technology/2014/nov/25/board-games-internet-playstation-xbox
- Freeman, Will (Dec. 8, 2012). Why Board Games are Making a Comeback. The Guardian. https://www.theguardian.com/lifeandstyle/2012/dec/09/board-games-comeback-freeman
- Herman Albertus Viviers, Jacobus Paulus Fouché, Gerda Marié Reitsma, (2016) "Developing soft skills (also known as pervasive skills): Usefulness of an educational game", Meditari Accountancy Research, Vol. 24 Issue: 3, pp.368-389, https://doi.org/10.1108/MEDAR-07-2015-0045

- Knowledge at Wharton interview (July 7, 2017). Why Old-Fashioned Board Games Thrive in the Internet Age. http://knowledge.wharton.upenn.edu/article/why-old-fashionboard-games-thrive-in-the-internet-age/
- Luke. (2018) "On Defining Eurogames". Retrieve from https://boardgamegeek.com/ thread/626385/what-does-euro-mean
- McFarland, J. (2008). Understanding Challenging Behavior and Building Positive Relationships. K-State Research and Extension publication MF2842, https://www.bookstore.ksre.k-state.edu/pubs/MF2842.pdf
- Miller, Andrew (February 4, 2013) "Games Support Multiple Learning Styles", https://www.edutopia.org/blog/games-support-multiple-learning-styles-andrew-miller
- P Attia. (2016, January 21). The Full History of Board Games [Weblog comment]. Retrieved from https://medium.com/swlh/the-full-history-of-board-games-5e622811ce89
- Ramani, G. B., Siegler, R. S., & Hitti, A. (2012). Taking It to the Classroom: Number Board Games as a Small Group Learning Activity. Journal of Educational Psychology, 104(3), 661-672. https://search-proquest-com.er.lib.k-state.edu/eric/docview/1021256048/fulltext PDF/5B9FBAF5888E49C1PQ/6?accountid=11789
- Rhodes, N., & Johannes, E. (2016). Soft Skills are Success Skills: Promoting social emotional learning among Kansas youth. K-State Research and Extension publication MF3287, https://www.bookstore.ksre.k-state.edu/pubs/MF3287.pdf
- Scholastic (2017). The Benefits of Board Games. Retrieved from http://www.scholastic.com/ parents/resources/article/creativity-play/benefits-board-games
- Shoup Olsen, C. (2011). FamilyTALK: Making it Work. K-State Research and Extension publication MF2995, https://www.bookstore.ksre.k-state.edu/pubs/mf2995.pdf
- Turgeson, S. (2009). Family and Consumers Sciences as a Gateway to STEM [PowerPoint slides]. Retrieved from https://static1.squarespace.com/static/51f12d88e4b04f8f8193578c/t/52f51b22e4b018d4ea8af 9a5/1391794978234/Gateway+to+STEM+2014.pdf
- (2017). Strong Family Relationships. Nebraska Extension Early Childhood Development. Retrieved from http://child.unl.edu/strongfamilies
- Woods, S. (2012). Eurogames. The Design, Culture and Play of Modern Board Games.

 Jefferson, N.C.: McFarland and Co

Author and Translator

Elizabeth Brunscheen-Cartagena Family Life and Resource Management Agent, Sedgwick County

Reviewers

Bradford Wiles, Ph.D. Associate Professor and Extension Specialist, School of Family Studies and Human Services

Rebecca McFarland

District Agent, Family and Child Development, Frontier Extension District, Ottawa Office

Chiquita Miller Ph.D, LMAC, CFLE

Family and Consumer Sciences Agent-Wyandotte County

Publications from Kansas State University are available at: www.ksre.ksu.edu

Brand names appearing in this publication are for product identification purposes only. No endorsement is intended, nor is criticism implied of similar products not mentioned.

Contents of this publication may be freely reproduced for educational purposes. All other rights reserved. In each case, credit Elizabeth Brunscheen-Cartagena, *Bonding Through Board Games, Leader's Guide*, Kansas State University, July 2019.

Kansas State University Agricultural Experiment Station and Cooperative Extension Service

K-State Research and Extension is an equal opportunity provider and employer. Issued in furtherance of Cooperative Extension Work, Acts of May 8 and June 30, 1914, as amended. Kansas State University, County Extension Councils, Extension Districts, and United States Department of Agriculture Cooperating, J. Ernest Minton, Interim Director.



Bonding Through Board Games Evaluation

At each event the agent will focus on one or two of the six family traits. Participants will receive the palm card(s) corresponding to the chosen trait(s). Agents will choose the evaluation question(s) for the same trait(s).

Evaluation

Thank you for participating in this program. To help determine the impacts of this program and improve it further, we would like you to complete this brief survey. Your participation is voluntary, and all efforts will be made to ensure your confidentiality. Thank You!

1. Are you participating in the program because you are a:
☐ Family Member ☐ Parent ☐ Educator, Provider or Community Leader
2. Because of your participation in this program, did you learn anything new?
□ Yes □ No
3. If yes, what did you learn?
4. Because of your participation in this program, do you plan on taking any action or changing anything in your life?
□ Yes □ No
5. If yes, what?
For the following items, please indicate your level of agreement by placing a check in the appropriate box. There are no right or wrong answers.
6. Gender:
☐ Female ☐ Male ☐ Prefer not to respond
7. Age:
8. Race (select all that apply):
□ American Indian or Alaska Native □ Asian □ Black or African American
□ Native Hawaiian or Pacific Islander □ White □ Prefer not to respond
9. Ethnicity:
☐ Hispanic/Latino ☐ Non-Hispanic/Non-Latino ☐ Prefer not to respond
10. Marital Status (please check only one):
☐ Married ☐ Single ☐ Single, living with partner ☐ Widowed
☐ Separated or Divorced ☐ Prefer not to respond
11. Highest Education Level (please check only one):
☐ Less than High School ☐ High School or GED ☐ Some College or Technical Training
☐ Bachelor Degree ☐ Graduate Degree ☐ Prefer not to respond
12. Are you military-connected?
□ Yes □ No
13. If so, how?
16. May we contact you later to talk with you about this program?
LI TES LI INO

In order to track the contributions that local extension professionals make to community coalitions or partnerships, please respond to the following questions.
18. To your knowledge, this program is part of a (check any that apply):
☐ Community coalition or partnership ☐ Grant-funded project ☐ I do not know
19. If this program was part of a community coalition or partnership, what was the local extension professional's contribution (check all that apply):
☐ Convening and creating networks among professionals.
☐ Helping to develop a local vision for family and child development.
☐ Working to identify best practices, and support professional skills, competencies.
☐ Training other professionals for personal or professional development.
☐ Helping manage a coalition and partnerships.
☐ Advocating or representing family and child issues to stakeholders.
☐ Helping develop assessments, evaluations and program documentation.
☐ I do not know.
☐ Other (please specify):
20. Is there anything else the K-State Research and Extension Family and Child Development Program Focus Team needs to know about this program or its impact?
Thank you for your participation!
Choose only the question(s) of the trait(s) to be the focus of each event. For #1, Spending Time Together
Do you feel what you have learned about the topic of "Spending Time Together" was beneficial for your own family? Yes/Why?
□ No/Why not?
Do you plan on implementing any changes in regards to "Spending Time Together" after participating in this program? Yes No If yes, what changes?

17. If yes, please provide your contact information below (e.g., full name, address, phone, and email):

ror #2, Snowing Appreciation and Affection
Do you feel what you have learned about the topic of "Showing Appreciation and Affection" was beneficial for your own family?
□ Yes □ No
If yes, what changes?
Do you plan on implementing any changes in regards to "Showing Appreciation and Affection" after participating in this program? □ Yes □ No If yes, what changes?
For #3, Open Communication and Good Listening Do you feel what you have learned about the topic of "Open Communication and Good Listening" was beneficial for your own family? Yes / Why?
□ No / Why not?
Do you plan on implementing any changes in regards to "Open Communication and Good Listening" after participating in this program?
□ Yes □ No
If yes, what changes?
For #4, Spiritual Wellness
Do you feel what you have learned about the topic of "Spiritual Wellness" was beneficial for your own family? Yes/Why?
□ No/Why not?
Do you plan on implementing any changes in regards to "Spiritual Wellness" after participating in this program? Yes No If yes, what changes?

For #5, An Ability to Cope
Do you feel what you have learned about the topic of "An Ability to Cope" was beneficial for your own family? Yes/Why?
i les/ vv ny:
□ No/Why not?
Do you plan on implementing any changes in regards to "An Ability to Cope" after participating in this program?
☐ Yes ☐ No If yes, what changes?
For #6, A Strong Commitment to Each Other
Do you feel what you have learned about the topic of "A Strong Commitment to Each Other" was beneficial for your own family?
☐ Yes/Why?
□ No/Why not?
Do you plan on implementing any changes in regards to "A Strong Commitment to Each Other" after participating in this program?
□ Yes □ No
If yes, what changes?
Please provide any additional comments you may have.

