

Resource Materials and Games

The resource materials and games included in this booklet are available to volunteer leaders or advisors of teen groups.

The games will need to be ordered directly by the volunteer. Most of the other resource materials are available through the local county Extension office.



4-H COMMUNITY DEVELOPMENT RESOURCE MATERIALS

	9-11 years old	12-14 years old	15 and up
Teen Leaders Teach, Younger Members Learn: Our Community	X	X	X
(Note: This booklet is for Teen leaders to use with 9-11 year olds.)			
Involvement Unlimited (Series of Six Activity Booklets and List of Resource Materials and Games)	—	X	X
Involvement Unlimited (Slide/Tape Set)	—	X	X
Other References:			
4-H Community Service Program and Report Form	X	X	X
See 4-H Project Selection Guide for Projects related to Careers, Citizenship, Communications, Environmental Education, Leadership, Recreation and Leisure Education	X	X	X
Economics In Action Program	—	X	X
Getting Together: A Community Involvement Workbook (Governor's Office of Citizen Affairs)	—	—	X

Important Telephone Numbers;

The Governor's Office of Citizen Affairs toll free number: 800-662-7952 Call for programs and consultation in your community.

Your local Agricultural Extension Office — (see your local telephone directory) Call for help to organize a youth group around a particular problem in you community; contact regarding resource materials listed above.

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GAMES FOR TEEN GROUPS

On the following pages is a selected listing of games that shows what happens in community decision-making.

These games are all under \$10.00. Some of them take practice to learn how to use them. A good place to start to find games and gaming people is with your local library. Teachers may also have and use some of these games.

BLACKS AND WHITES

Objective: to show minority social immobility and contemporary discrimination practices against blacks.

Psychology Today Games
1220 Camino Del Mar
Del Mar, CALif. 92014

Playing Time: 2 hours

BLOCKHEAD

Objective: To promote group decisionmaking. A description of how to play the game is available from:

Simulation Sharing Service
221 Willey Street
Morgantown, W. Va. 26505

The "game" is available in most toy stores under the commercial name of BLOCKHEAD.

Playing Time: 1 to 2 hours

CITY HALL

Objective: To learn tactics and strategies for winning a mayoral election; includes candidates, journalists, campaign managers, civic leaders, pressure groups, citizens.

Ginn and Company
191 Spring Street
Lexington, Mass. 02173

Developer: Judith Gillespie

Playing Time: 2 hours

DEMOCRACY

Objective: To learn principles of political decision-making (eight games from simple to complex).

Western Publishing Co., Inc.
Education Division
850 Third Avenue
New York, N. Y. 10022

Developer: James S. Coleman

Playing Time: 1 hour per game

ECOLOGY

Objective: To show the relationship between man's activities and the natural environment.

Urban Systems, Inc.
1033 Massachusetts Avenue
Cambridge, Mass. 02138

Developers: Bert Collins, Richard Rosen, Margie Pieret

Playing Time: 1 hour

ETHICS

Objective: To experience the difficulties of making moral decisions.

Simulation Sharing Service
221 Willey Street
Morgantown, W. Va. 26505

Developer: Art Fair

Playing Time: 1 to 2 hours

INVOLVEMENT UNLIMITED GAME

Objective: To learn how to develop plans for community projects.

Agricultural Extension Publications
P. O. Box 5037
State University Station
Raleigh, North Carolina 27650

The "game" is part of a 4-H/Community Development Series called "Involvement Unlimited."

Developer: Cecelia A. Winiecki
Pee Dee Agricultural Experiment Station
P. O. Box 5809
Florence, SC 29501

Playing Time: 1 hour

QUERIES 'N THEORIES

Objective: To gain skills in interviewing and questioning.

Wiff 'N Proof Publishers
1111 Maple Avenue
Turtle Creek, PA 15145

Developers: Layman Allen, Peter Kugel,
Joan Ross

Playing Time: 1 hour

SERFDOM

Objective: To establish a societal economic base and learn about societal situations accompanying that development. It brings about cooperation within a team, but fosters competition among teams.

Simulation Sharing Service
211 Willey Street
Morgantown, W. Va. 26505

Developers: Pat Bidol, Ann Kramer, Ginny
Stewart, Dr. James Trent

Playing Time: 1 to 3 hours

WHIPP

Objective: To look at underlying causes for housing problems.

WHIPP
3431 Mount Read Boulevard
Rochester, N.Y. 14616

Developer: Barbara Steinwachs

Playing Time: 2 hours

METROPOLIS

Objective: To confront people with the complex circumstances and decisions involved in city management. Includes roles of administrators, politicians, and speculators.

Sage Publications, Inc.
P.O. Box 776
Beverly Hills, Calif. 90210

Developer: Richard D. Duke

Playing Time: Several 1-hour sessions

PROPAGANDA

Objective: To distinguish between emotive and factual content in communications.

Wiff 'N Proof Publishers
1111 Maple Avenue
Turtle Creek, PA 15145

Developers: Robert W. Allen, Lorne Greene

Playing Time: 2 hours

PSYCH CITY (Paperback)

Objective: To create a learning experience about the complex events and patterns of life in the city.

Pergamon Press, Inc.
Maxwell House
Fairview Park
Elmsford, N.Y. 10523

Developers: R. Cohen et al

Playing Time: The game is designed to be played over a series of weeks. Participants are encouraged to do independent research, and game sessions integrate research. George McFarland (Simulation Sharing Service newsletter, Aug. 1974) indicates it could easily be adapted to a short playing time period.

These games were primarily selected from a bibliography included in *Playing For Real*, published by the Cooperative Extension Services of the Northeastern States.

The listing of commercial products herein does not imply endorsement of these items by the North Carolina Agricultural Extension Service. There may be other sources and aids available on these subjects, but these are the ones with which we are familiar at the present time.