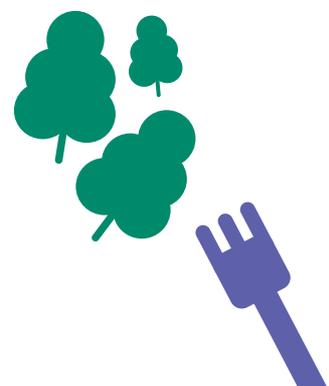
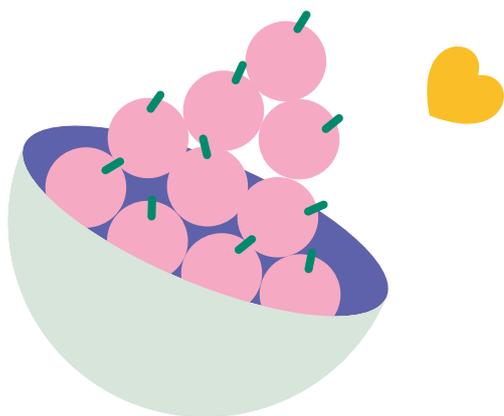
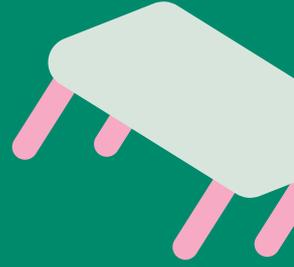
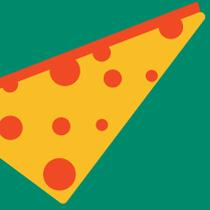


Dinner Table



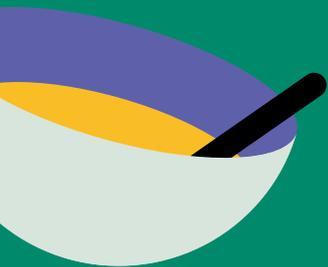
The family togetherness toolkit





About the toolkit

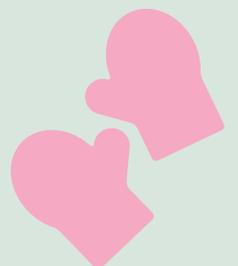
This toolkit is a design intervention by graduate student studying Strategic Design & Management at the New School. It is designed to facilitate conversation and communication between parents and children, and comes packed full of fun activities for the whole family.





The importance of communication

- We all want to be understood. When you are able to communicate your feelings, others will be able to understand you better.
- Communication is key to building rapport.
- We all want to be closer to our families, and communication is the bridge for that.
- Clear, open, and frequent communication is a basic characteristic of a strong, healthy family.
- Healthy communication helps a family be more capable of problem-solving..





How to facilitate effective communication

- Create time and space for your family
- Be non-judgmental
- Pay attention to what others say
- Use open body language
- Tell them how you really feel
- Be positive
- Try to understand before you respond



Show Me Your Face



COMPONENTS

Total cards - 168

Face - 24

Resource cards - 144

SETUP

The goal of the game is to create artworks and sell them for points. At the end of the game, the player with the highest amount of points wins the game!

Each player is dealt 3 face cards and 10 resource cards at the beginning of the game

Each resource card carries points (2, 4, 6, 8).

OBJECTIVE

Collect the maximum amount of points by making pieces of artwork and selling it for the highest amount.

The highest amount will be decided by the following factors :

The total number of points (on each resource card) used in making the complete artwork. Extra points can be earned by building a story for your artwork to sell it - the story must be at least 5 sentences long.

The story adds an extra worth of 20 points to the artwork.





GAMEPLAY

Deal 3 face cards and 10 resource cards to each player to begin. Each card will have its value written on its frame piece. There will be as many rounds as the number of players. Each round has 5 turns. Once all players have played 5 times one after the other, the round ends. As the round begins, each player gets a turn - in each turn, the player may perform one of two actions :

Draw resource cards: players may draw 2 cards from the deck, never more or less.

Trade cards: players may trade cards with each other. Cards may be traded unequally - you may trade one card for two! This is dependent on the negotiation within players. You may only trade with one person at a time. The player can sell the artwork at any time during the rounds.

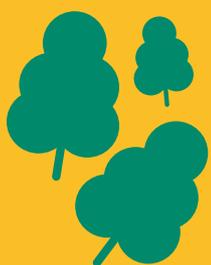
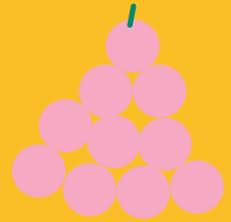
SELLING AN ARTWORK

Only completed artworks can be sold for points. You will know an artwork is complete once the whole frame of the artwork is assembled.

Players may sell a completed painting during their turn at any time to return their completed artwork to the deck and get points for the artwork. Any remaining cards will have to be returned and will be charged a 'wastefulness fee' (half the points of the returned cards) at the end of the game. When all the rounds end, the player who has the most points wins!



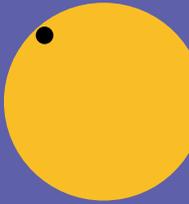
Be open to negotiate



Be open to negotiate



The Table Talk



COMPONENTS

Total cards -100

Red cards- 12

Pink- 35

Blue- 40 (39)

Wild card - 3

Pass Cards- 10

Timer- 30 seconds

Coin for tossing (HOST vs PLAYER)

SETUP

HOST - The one asking the questions

PLAYER- The one answering the questions

Each player will take turns to ask the questions.

Every round will be of 30 seconds each.

There are 5 Different categories of Cards:

Blue card=1 point

Pink card= 3 points

Red card= 5 points

Wild Card= 10 points

Pass Card= -1 point

OBJECTIVE

The Host will ask questions quickly and clearly from a shuffled deck of cards.

The Player has to answer as many questions as possible within 30 seconds.

The player with maximum points at the end of the game wins.

GAMEPLAY

Each round begins with a toss of coin. The one who tosses the coin gets to be the result of the toss.

As the round begins, the Host sets the timer and takes the shuffled deck of cards to ask the questions.

The Host should ask the questions as quickly and clearly as possible for the Talker to answer.

The answered cards will be kept aside to be counted at the end of the game.

The Player should aim at answering as many questions as possible.

Any answer given after 30 seconds is over will not be counted.

Once the round is over, the next player gets to be the Host.

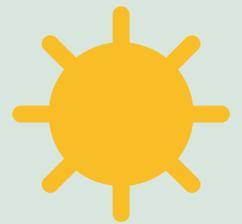
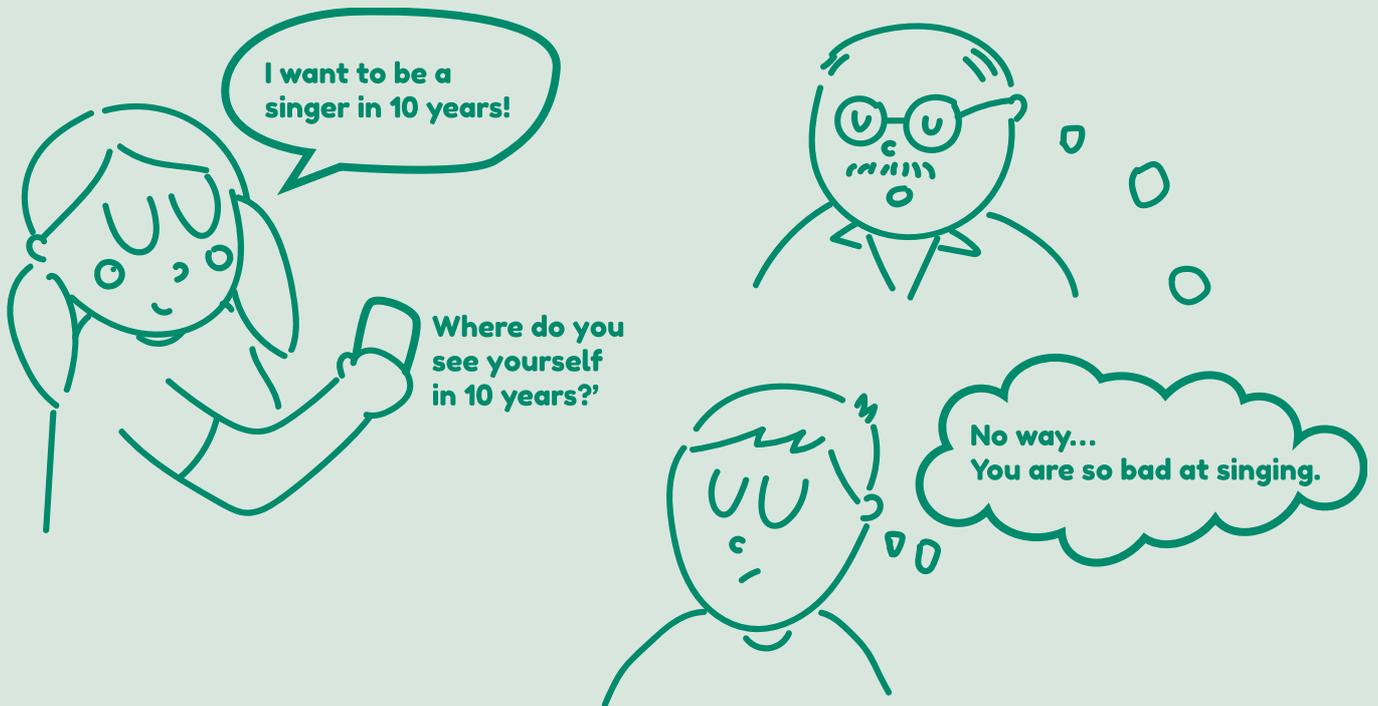
The rounds can be played multiple times.

WILD CARD: the wild card allows the timer to be paused and the Host can ask any question that they want. Upon answering the wild card question, the Player gets 10 points.

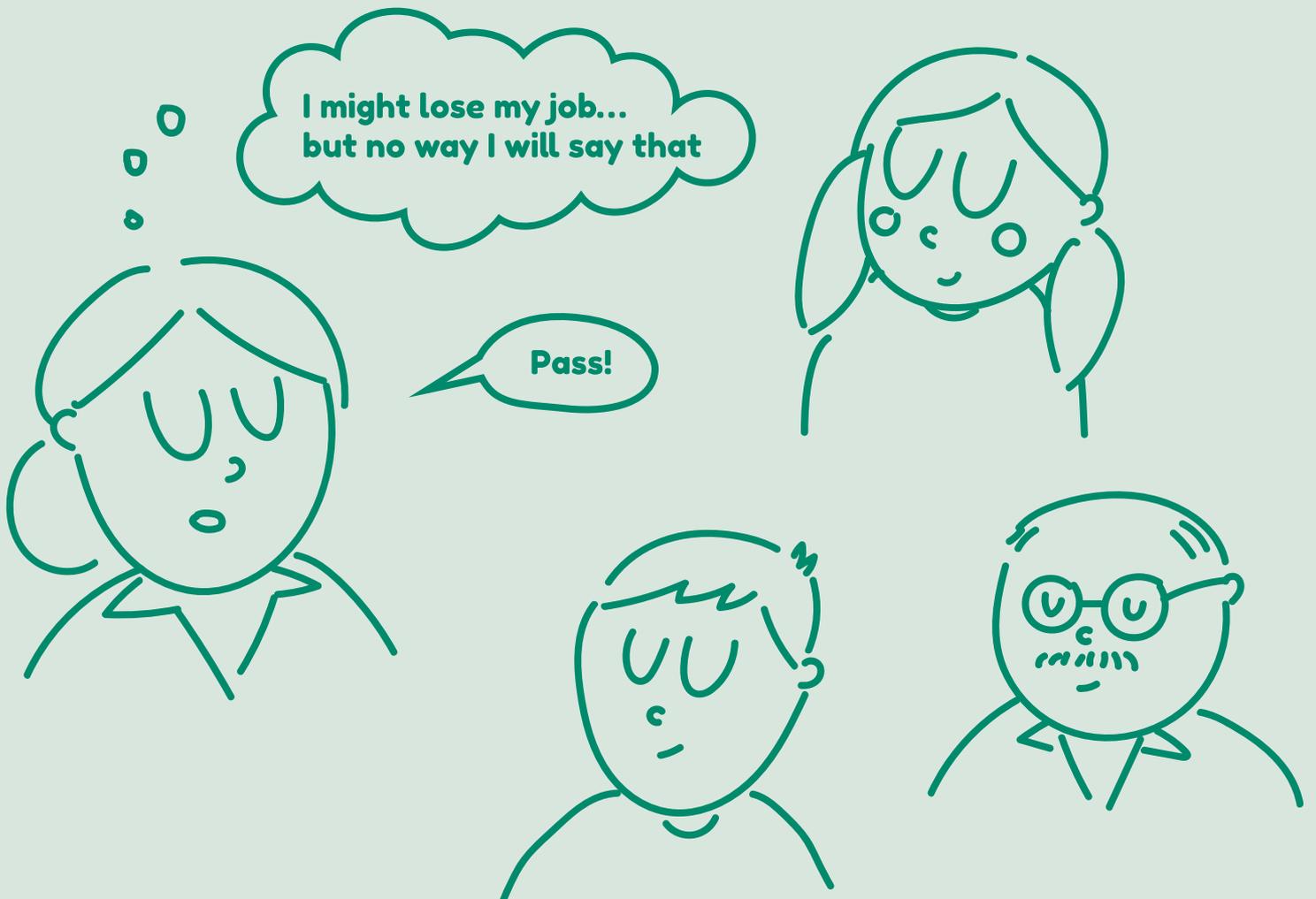
PASS CARD: The Player can choose to not answer a question by saying 'pass'. The Player will receive a pass card if they choose to pass. (Pass Card



Respect others' answers

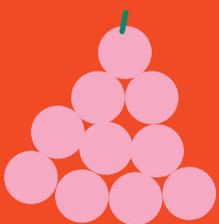


Don't lie to your family



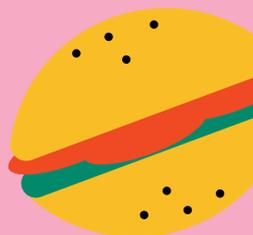
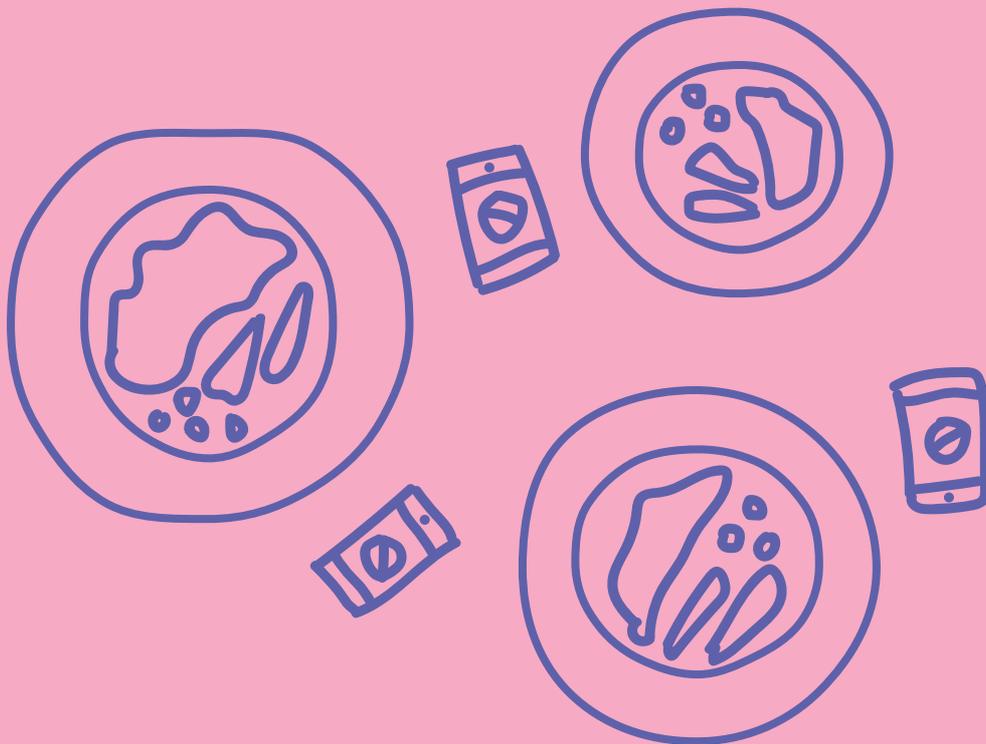
Tip: Show your love with post-it

1. Write one nice thing about your family
2. Stick it on their pillow
3. They can read it before sleep
4. Do it for each other every week



Tip: Have a meal together without digital device:

1. Find a time to have food on the same table
2. Spontaneously chose to not use any digital device during the meal
3. Talk about something or just spend time together
4. Play TABLE TALK or SHOW ME YOUR FACE after the meal

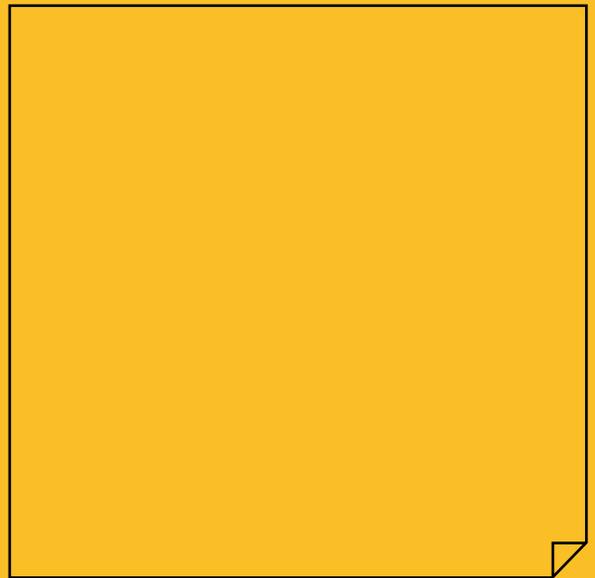
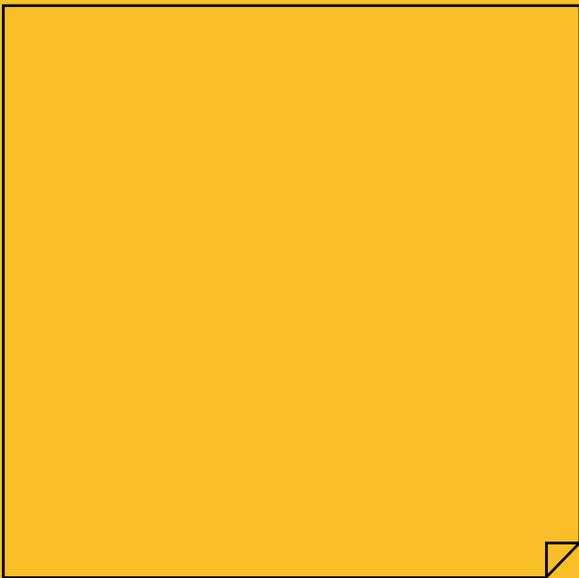
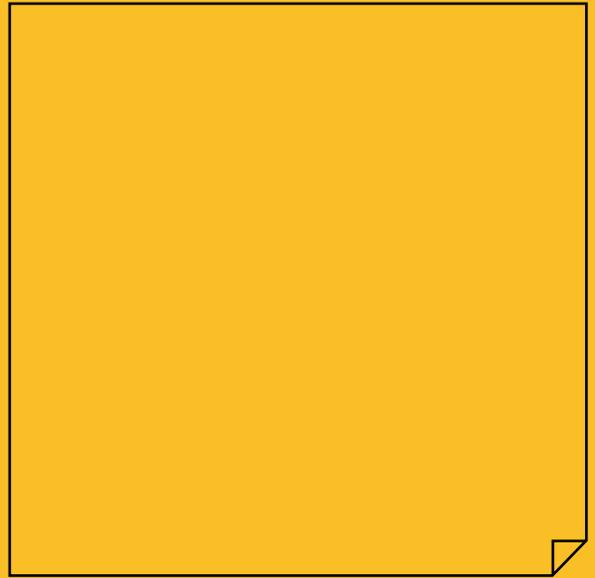
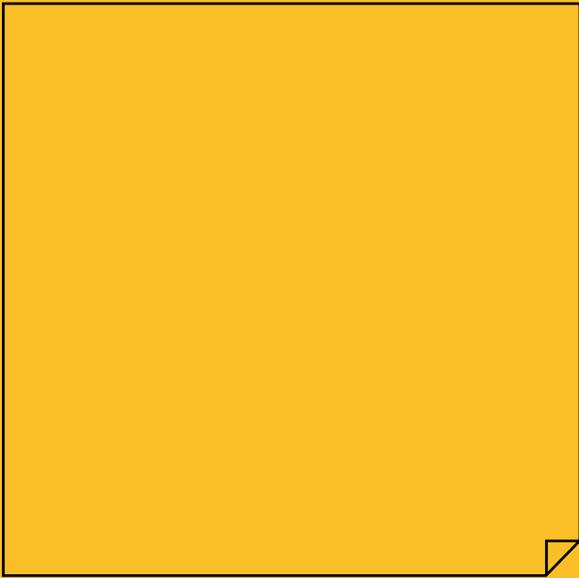
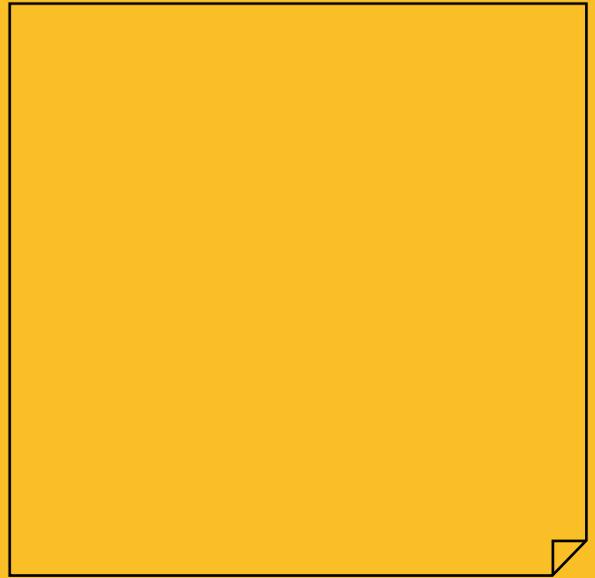
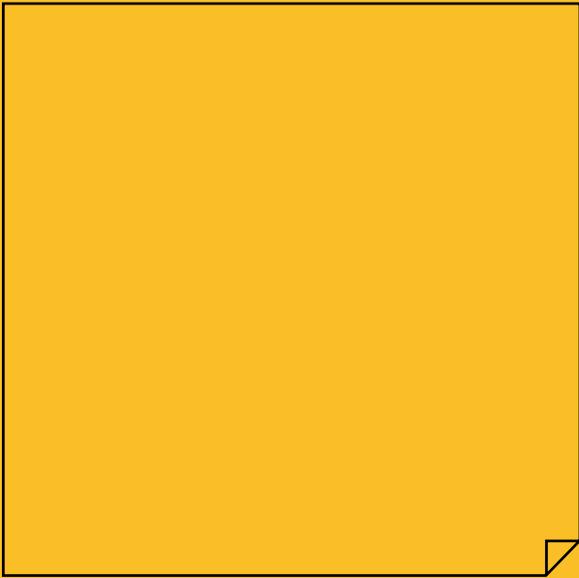


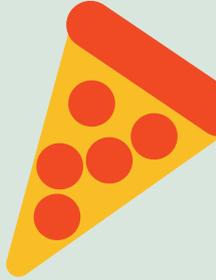
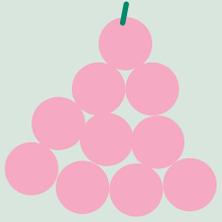
Tip: Cook a meal together

Nothing strengthens a bond like making something together. Cooking is a great activity that a family can do together whilst having fun and also getting work done.

1. Dedicate one meal each week to be cooked together.
2. Aim at cooking something new so that you learn a new recipe and also get to bring something new to the table, quite literally.
3. Buy 3 new ingredients and try to come up cook a dish using them.







Thank You!

