

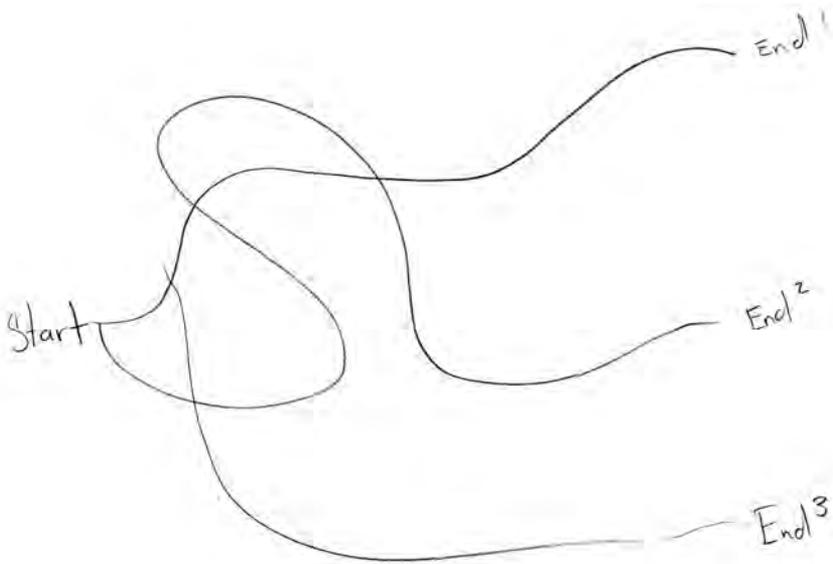
CONTEMPORARY CLASSROOMS

playbook

Contemporary Classrooms

This spring, Southern Exposure's Artists In Education (AIE) Program embarked upon a new series of workshops we called *Contemporary Classrooms*. These workshops, led by Teaching Artist Claire Rabkin, highlighted the work of artist Robby Herbst and his project *New New Games*, asking "Who defines the games we as a society play?" During two classroom visits, students from nine different schools in the Bay Area worked with Claire to create their own games that critique and question the systems we encounter every day. We invite you to peruse our collection of games and play as inspiration strikes!

I think it looks like a activity that has a start & end can have different ends also have multiple ways to play or to keep things going



Multiple Ways to Play

Claire Rabkin

What does play look like?

I, a visiting stranger, pose this vague question to students in their classroom. They roam and ramble in their answers. They draw or write responses ranging from sketchy basketballs to ecstatic faces, from cellphones to stage plays, and even gossiping and lying players. Play can look like an exceptional range of wild actions and social exchanges. It is a tool for exploring new ideas and connections, it is inclusive and forgiving, it challenges norms and subverts expectations. With playfulness as our focus, students from nine schools considered social, educational, economic, justice and other systems in creating instructions for new games.

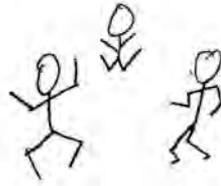
Our curriculum alludes to Robby Herbst's *New New Games*, a Southern Exposure Off-Site Graue Award project, and its historical context in the New Games Movement of counter-culture San Francisco. Freedom of movement, cooperation, competition, suspended disbelief, and break from routine – we applied these fundamentals of gameplay to the creation of a series of instructions for experience. Students considered how the contrived rules for games can serve as metaphors for larger systems. The games they wrote relate to the pressures and expectations that mold their lives as students, children, friends, and citizens. They ask, “What are rules for? And how might we write new rules that subvert the old?”

The following is a playbook of sorts that considers the absurdities embedded in society, and allows players the space for wide interpretation and a range of experiences.



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GAMES ABOUT LIFE

Game of Survival

Written by Jialin Lu, Annika Li, and Anna Mai

Galileo Academy of Science and Technology

The objective of the game is to grab as much resources as you need.

The life necessities would be scattered all over the floor. It could be in a random order.

One person would be the facilitator who takes away the life necessity in each round. This person would also be in charge of the music. Use your phone to play the music or clap your hands to make music.

When the music starts, the players will walk or dance around the life necessities. Once the music stops, everyone can go grab the life necessities (at least 2 life necessities for each person.) Whoever that wasn't able to grab a life necessity would be out and sit in the corner.

Every round the facilitator would take out a life necessity and the game continues. The player that ends up in the final round wins.

This game represents how life necessities are necessary in society. This is the norm. As a result everyone wants the life necessities and thus, everyone would steal/grab using violence for life necessities just to survive in this society, further emphasizing the reality of society and how life is really like.

Examples of Life Necessities:

Sleep, Clothing, Food, Wife, Water, Money, Relationship,
Housing, Oxygen

The Game of Life

Written by James, Alina, Juan, Daniel, and William

Ida B. Wells High School

The goal of Life is to be financially set or rich, to graduate high school. Each player determines for themselves at the end of the game whether they have won or lost.

Players create 3 cards with different life events and potential twists and turns written on each. The cards are shuffled and the game begins. Players pick a card from the deck at random and read it aloud. Whatever the card dictates, is what happens in their life. If you select a “Get a Job” card, spin the spinner to see which job it is. You may become a police officer, lawyer, NBA player, exotic dancer, or art teacher. The cards may tell you that you drop out of high school or that you go to jail, or you may end up living a dream life on the beach of Hawaii. When all the cards are drawn and the Game of Life comes to an end, each player discusses whether they feel like they won or lost.

Game of Life

Written by An

MetWest High School

Write all your dreams you want in the real world

Then you roll the dice to determine whether it will come true.

(Your first roll is free, get 1 chance to change your roll)

• → step back

•• → get your dreams or success, but it's not that great, like, you get into your dream job but you have your position

••• → you get into what you wanted but you're not that important

•••• → did get what you wanted

••••• → you get into your dream job but and it's going great, but you don't get that money

•••••• → get into your dream job - get high pay

Overcoming Your Obstacles

Written by Keyla and Yayo

Leadership High School

You need to kick the ball and get past through each base without getting out. There are 5 players on each team. One player rolls the ball and the others guard the bases that stand in for the obstacles of your life. When you are up at bat, you kick the ball with all you've got, and then run headlong for first base, envisioning it is graduation day, or your first job, or caring for your sister. You need to run around the bases until you make it home, where you've finally overcome all your obstacles.

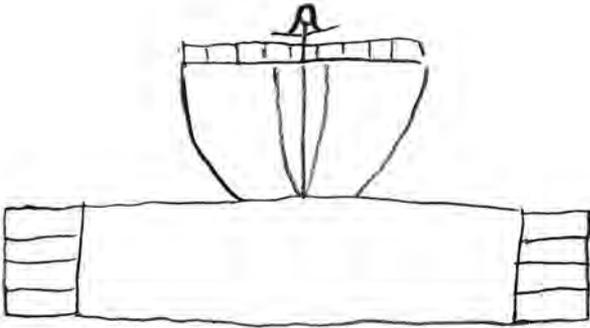
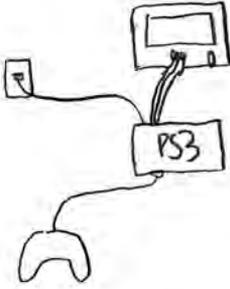
Power and Weakness

Written by Adrian Guzman and Joel David Ormeno

Leadership High School

The objective of the game is to have a stable life. The winners are the people that make it to the top. And the losers are the people that are struggling with life.

How do you play? IDK



GAMES ABOUT SCHOOL

Student Feud

Written by David Benton and Derrick Benton

Leadership High School

The objective is to guess the right answers to the questions we ask. There is only one winner.

It's basically like "Family Feud." We ask a question, you have to guess the right answers to the questions. Each answer is worth 1 point. Whoever has the most points wins.

Examples of questions:

What are 2 consequences if you don't come to school every day?

Answers: Miss school work, fail

What are 4 things you need in art class?

Answers: Paint brush, Paint, Creativity, Paper

Daily Double Questions:

What are 3 things students get in trouble for in class

Answers: Cell phones, Cheating, Talking back

What are 2 things that education could lead to?

Answers: Having a good job, Being successful

What is the Pythagorean theorem?

Hawk Catches Chicken

Written by Ivan Wang, Tony Ruan, and Danny Huang

Galileo Academy of Science and Technology

Our objective is to change people's expectations about the principal.

The game is played with 5 or more players. The "chicken" has to protect her baby chickens being attacked by the hawk. If the hawk catches all the baby chickens, the hawk wins. If the hawk cannot catch all the baby chickens in under 3 minutes, the hawk loses. The hawk cannot harm the baby chickens in any way and the chicken cannot harm the hawk in any way. The hawk has to touch the baby chickens in order to catch them. The baby chickens have to escape from attacking by the hawk until the time is up. The baby chickens have to follow behind the mother chicken and the mother chicken can block the hawk.

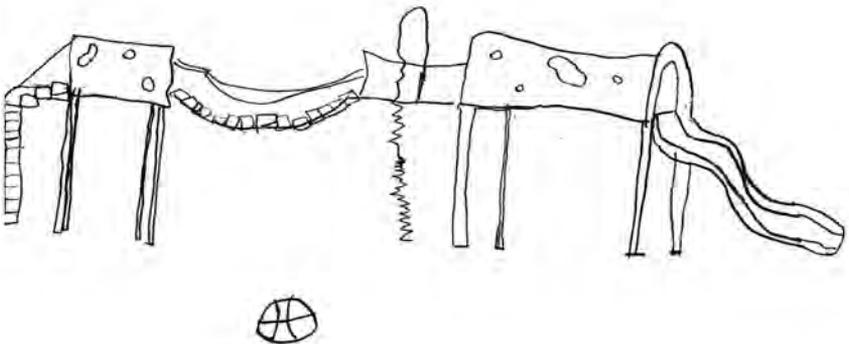
Hint: the chickens are students and the hawk is the principal.

Tiles

Written by Michelle and Anna

Galileo Academy of Science and Technology

First, shuffle the deck of trivia questions and set by the side. Put your game pieces in the start box. Start drawing one card from the English, History, Science, or Math trivia deck and whoever answers it correctly gets to move how many moves it says at the bottom left corner. Draw the card that matches the color on the tile. The furthest person continues to draw the card according to their piece's tile color. The first to reach the finish tile and correctly answer a question wins.



Biology Class

Written by Ramsha Iqbal and Jessica Li

First Exposures

Welcome to Biology Class. We'll be listing rules, please listen attentively.

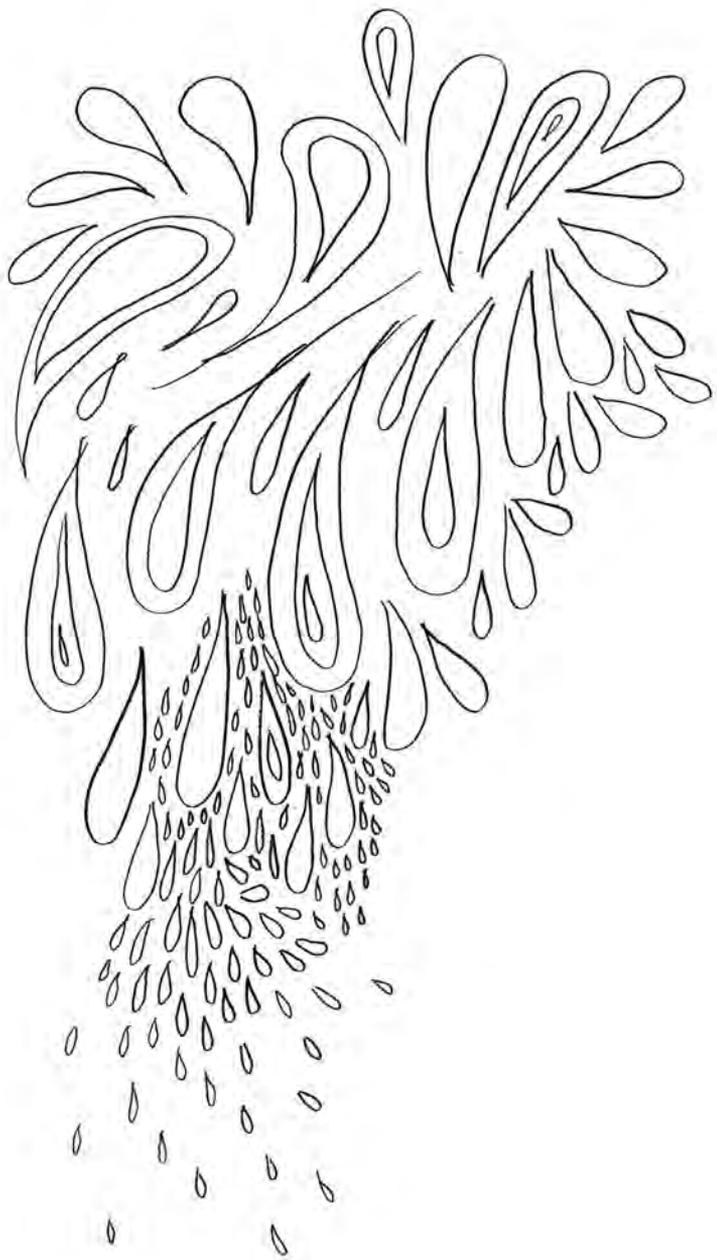
Everyone, please stand. Before we get going, we need to make sure everybody complies with the school's rules.

We're going to be doing an experiment in class today, for safety reasons, please remove your outer layer.

We will call out the rules, and if you don't comply, then you must take a seat.

1. No bottoms shorter than fingertips
2. No form-fitting clothing
3. No jewelry allowed in this class
4. Makeup must be tasteful
5. No neckline below your collarbone
6. Hair must be up and off the face

Thank you. Now those of you left standing may attend class and those of you seated, please make your way to the principal's office.



GAMES ABOUT RESPECT

“Raise Your Hand”

Written by Tanya, Savana, Michelle, Heidi, and Hannah

First Exposures

Subverting the “raise your hand” rule at school

One or two Listeners, 2-6 Shouters

Listener(s) chooses one topic to shout about

Shouters speak at the same time for 30 seconds, telling their story or opinion on the topic to the listener(s)

Shouters must make eye contact with the Listener(s)

After 30 seconds, Listener(s) must recall what they remember hearing. If they can say 2 facts about each Shouter’s story, they win! They can stay in for the next round. If there are two Listeners, whoever remembers more wins.

Rotate roles counterclockwise

Shouters must use real words and stay on topic.

Attentive Flick

Written by Tomás U. and Josh P.

Leadership High School

Two people can play the game. One person sits at each end of a basket with two handles. A song will play, and when one of the players thinks they hear a message within in the song, they flick the handle up. The music stops and the player that flicked the handle explains why they thought that. If both players flick the handle at the same time, they stop and have a conversation. The winner is the one with the most points by flicking.

Spin the Bottle

Written by Daniel, Douglas, Jonathan, and Gorge

Galileo Academy of Science and Technology

The basic rules that everyone has to follow in school are: no physical contact, show respect, one mic, no cussing/swearing, no inappropriate dares, no phones. In this version of Spin the Bottle, one person spins and whomever it lands on must do a dare. The group decides the dare for that individual together, however the dare can't break any of the rules above. If the individual doesn't do the dare he'll receive the punishment. The punishment is that you lose 5 points. If you complete the dare you get 5 points. The one with the most points wins. The person who doesn't get humiliated the most wins.

No Money, No Guns, No Ho's

Written by Tre and De'mairrio

Leadership High School

There are two groups and two people per group. Each group has a turn at the "roasting." Each group has 30 seconds to go and roast each other in a freestyle without talking about money, guns, and girls. Each round will have a different topic.

Not normal

Change

One from the audience

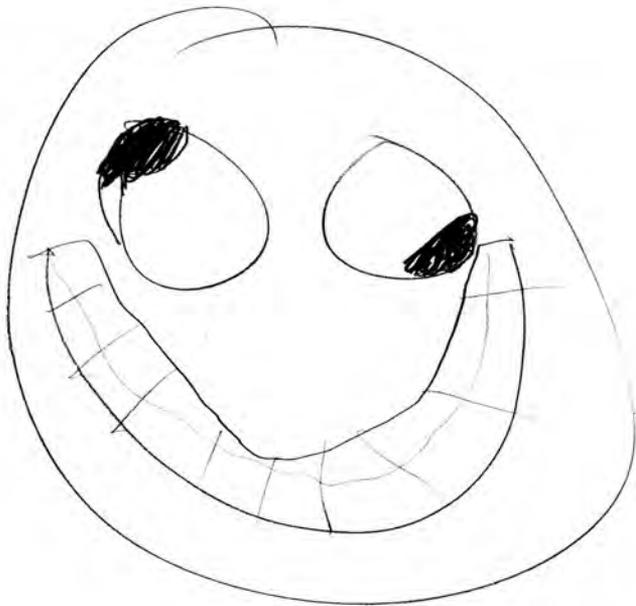
The game is a response to the norms of the music industry. Social media enforces that you have to have talent, money and something that hasn't been done before. Most rap talks about the same things, money, guns, and ho's. These norms could be changed with more people who break the barriers and the system.

Paperball Dodgeball

Written by Denilson Rodriguez and Brandon Urquiza

Leadership High School

Everyone get a paper and write a compliment on it. After you write a compliment you crumble the paper into a ball and put it in the center of the room. You all step back 16 feet then you count down from 3 and start the clock on "Go!" There are no teams, just you on your own, hitting each other. Let the clock run for one minute then stop the game and you pick up a bunch of paper balls and read the compliments out loud. No-body wins.



Say Please

Written by Esme and Edward
Leadership High School

There are always winners.

Players: 8

A person hands out skittles when another person says “please.”

Game of Listening

Gateway High School

Everyone is in a line:

(1)	(2)	(3)	(4)	(5)	(6)	(7)
First person thinks of a phrase and whispers it to (2)	(2) acts it out to person (3)	(3) guess and whispers it to (4)	(4) acts it out to (5)	(5) guess and whispers it to (6)	(6) acts it out to (7)	(7) finally guess it out loud

Precious and Fragile

Gateway High School

Enter room

Break everything possible

Examples of “precious” items:

China

Trophies

Chairs

Discs (games, etc)

Old weird dolls (porcelain)

Porcelain

Plates

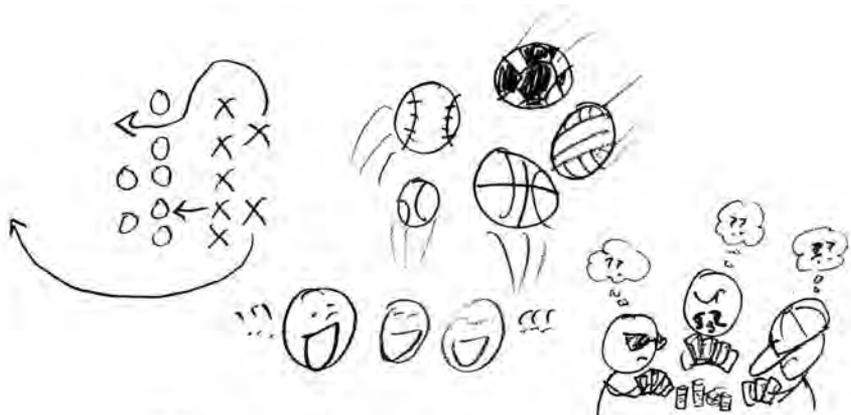
phones/cell phones

iPads

Glass

TV's

Important paper documents: burn // throw paint



GAMES ABOUT MONEY

Monomoney

Written by Holly, Yaxuan, and Amy

Galileo Academy of Science and Technology

The objects of our game is to see how classes (poor and upper) would operate if we reversed the system where the poor will receive more money than the upper class. The winner will have the most property.

On a special Monomoney playing board, each player picks one of 2 objects that will represent the poor class and the upper class. The two objects are paper clip and binder clip. After you pick your object, flip the back of the paper to see what each object represents. Each player receives \$500 dollars. Start on the Seacliff block. Get a banker. Rules and how to play are like Monopoly.

Competing Companies

Written by C.J. Carter

Leadership High School

5-10 players, only one company can win

The game is played on a Monopoly board, with special “Community Chest” cards. Each company begins with a certain amount of money. Banker gives them money then the companies splits it up between Owners and Investors. Each company decides how much money to give to investors. If a player lands on jail, that player can sue another player. Every time a player lands on a “Community Chest” card, they pull a red slip to decide their fate. Company and investors can buy property to rent out while players are on certain spaces, roll die to decide what space you are on. If a company decides that a player/investor is not necessary for their business, the player/investor can get their money back. Investor can get money from the company every time the Owner makes money. If a player goes into debt, they must pay the banker. If players die they must write a will ahead of time.

1% Game

Written by Sheana Soriano

Leadership High School

Everyone gets a card with either “1%” or “99%” written on it. There is only one card that contains the 1% and the rest are 99% cards. Whoever gets the 1% card is the boss. The boss chooses a “Task Card” for the 99% to perform. If the 99% cannot complete the task, or if the 1% doesn’t think they did it well, they fail. If they do complete the task, they can overthrow the boss.

Task Cards:

1. In 60 sec, come up with choreo and if they can’t come up with one then 1% determines the dance.
2. Make a human pyramid
3. Make a work of art

Breakout

Written by Angela, Tiffany, and Jamie

Galileo Academy of Science and Technology

Students run around gathering money and if teacher catches student, teacher demands an amount of \$ below \$25. If student has enough, they pay, if not, they go to timeout. Other students can help students that don't have enough \$ to pay teacher. Students can choose to help people in timeout, or decide to keep their \$. If no student helps another student in the timeout, timeout only lasts 3 minutes.

The Tax Competition

Written by Alex Wang and Justin Tan

Galileo Academy of Science and Technology

The objective of the game is to collect tax from people that run away from the tax system. One guy is holding tax tickets (this is the tax collector/referee). All other players play Rock, Paper, Scissors. If you win the round, you get one tax ticket from the Tax Collector. Nothing happens to the losers. You play until you run out of tax tickets. Whoever has the most taxes will lose. This game is like the tax system, if you win more, you get richer but you have to pay more taxes.

Scenarios Game

Written by Ameesia, Noemie, and Angel

Galileo Academy of Science and Technology

There are 3-6 players. Each player receives a scenario. These scenarios will tell them about their family and more importantly their net worth (i.e. rich, middle class, or poor). After they read their scenarios, we will give them their money. Rich will get 9 slips of paper (the “money”), middle class gets 7, and poor get 4. In front of them will be 5 bags, each having a label: Food, Education, Entertainment, Clothes and Charity. The object of the game is for the family to choose where they want to put their money and how much of it they should put in. However, what makes it more difficult is each family can only choose 3 categories to invest in. The rest is up to them. The point of this game is to observe where and how people spend their money in society based on real-life situations. There are no winners or losers to this game.

Possible Scenarios:

You are in a family of 5. You have a wife and 3 kids, twin girls, and 2 yr old son. You work as a plumber at Roto Rooter. You are in a low income family, and have food stamps and live in a small apartment. You have 4 slips of paper, choose wisely.

You are in a family of 3. You have a wife and 15 year old daughter. Your wife stays at home, cleans, and gives speeches at charities. Your daughter goes to a prestigious private school. You are a CEO at Google.

You are an extremely wealthy family, living in a mansion. You have 9 slips of paper money. Choose wisely.

You are in a family of 4. You have a husband who is a teacher and you work as a veterinarian. You have 2 kids, a 5 year old and a 9 year old. You live in a town house and your parents give you money every month to help out. You are a middle class family. You have 7 slips of paper money. Choose wisely.



GAMES ABOUT POWER and JUSTICE

Salted Earth

Written by Noam

Leadership High School

2 players

Every piece in the game renders the space it was on unusable by “salting the earth.” The game goes by the standard rules for chess and the goal is to salt the earth for all other players, and to checkmate the enemy king.

Rules for the pieces:

Pawn: move 1 space forward, capture 1 space diagonally.

King: move 1 space at a time, consumes 1 space in any direction.

Queen: move as many spaces in every direction, same for capture.

Knight: moves in “L” formation and captures in “L’s,” three spaces forward and 1 space to the side. Only salts the space it was on.

Bishop: Moves as many spaces in a diagonal direction, same for capture.

Rook: moves as many spaces as it can in forward or side direction, same for capture

Cleaner: unsalts the space it was on. Moves like a king.

Robbers on Cops

Written by D'Angelo Buoni and Omar Villegas

Leadership High School

Cops do horrible things, so robbers catch the cops! The winner is the robber if he catches the cop.

As everyone knows, cops are supposed to protect and serve.

Lately in our society, that has not been happening. So how to play our game, an officer does something bad to an innocent bystander. Instead of the robber getting chased, the robber chases the officer. The game is in a timely fashion. In five minutes, if the robber catches the cop, the robber is the winner but if he does not do so, the winner will be the officer.

Use Your Privilege and Disadvantages (Is your privilege a disadvantage?)

Written by Fiona, Tony, and Sean

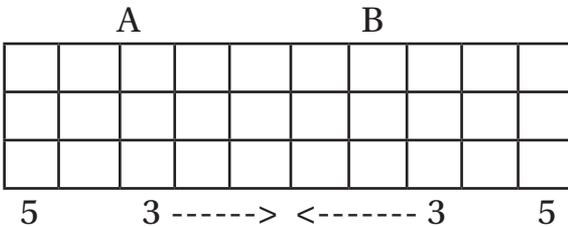
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Objective: Use your privilege to knock out the other team.
There are losers in life.

First, split the players evenly into 2 groups.

2) each team gets a side

3) layout:



4) Everyone starts at 3

5) order your side from youngest to oldest

6) the side with the youngest person gets to go first. After the youngest goes, the other team goes, then the first team goes again (in order of age)

7) Say a privilege or disadvantage (ex. gender/based on society). Step forward towards other team if it's a disadvantage for you, or take a step back if it's an advantage.

8) the person who said it gets to throw a ball. The goal is to hit someone. If they get hit by the ball and society privileges that quality, then they get to move forward a space. If they are disadvantaged by it, then they have to move back a space.

9) The game ends when either everyone is hit or everyone quits.

Taking Risks

Written by Antoinette McBride, Jacky Lee, and Natalie Yip
Galileo Academy of Science and Technology

One or two persons can be the security guards.

The game starts by having everyone behind the security guard while the security guard is facing them.

Once the security turns around and is no longer facing you, you can start making your way towards the finish line, collecting the money that is on the ground as you go.

When the security turns back around you must freeze. If you get spotted moving you are sent to jail.

If you have collected enough money before being sent to jail, you can use it to pay your way out of jail by bribing the guards.

Then you may return to the game.

The person who crosses the finish line with the most money will be there winner.

Game

Written by Chris, Kyle, Sabian, and Sarah
Gateway High School

Everyone will run as fast as they can to the opposite line.

The slowest person will get to stop first

The faster person will stop last

Tower of Opportunities

Written by Norman, Adrian, and Ellen

Galileo Academy of Science and Technology

The objective of our game is to show that depending on social class, what opportunities you get to reach your end goal. The winner of the game is the person who builds the tallest card tower.

Each player gets a stack of cards with some supplies. One deck has the least amount of cards with the most damaged amount of cards. Another deck gets more than the minority and fewer damaged cards. One of the decks has ever more cards and none of them are damaged. Each player has to use their assigned deck to build a tower of cards. Whoever makes the tallest tower wins the game.

Cops vs. Suspects

Written by Torrell Gray and Estefany Juarez

Leadership High School

The objective of the game is for cops to imprison all the suspects and for the suspects to break out. You split into two teams and one is the cops and the others are suspects. Suspects are able to run and hide. Once the suspects are tagged they gotta go to jail. If a suspect tags a suspect that is in jail without being caught by a cop, the suspect runs free. Once all the suspects have been detained the first one to be tagged will become a cop. Then it starts over. There are no winners.

Race Race

Ruth Asawa SF School of the Arts

1. Pick a piece of paper
2. Depending on the piece of paper you get, you will be given an item or task that is mandatory to use/do during the race. Some of the objects and tasks will make it difficult or slow to move.
3. Each person will race each other from point A to point B and the first to reach point B win.

examples of items or tasks:

hula hoop

run backwards

jump rope

run with your arms out to the side

skip

Justice System

Written by Lecia and Justin

MetWest High School

Every Policeman is being indicted. (no matter what)

Racism is unjust | Equal Opportunity | Equality

No displacement in gentrification

Equal education

The Shooter

Written by Sirmon

Galileo Academy of Science and Technology

One person stands in front and shoots the ball into the basket. If she or he misses it they have the opportunity to answer questions from one category. If you make it you can choose to answer questions from one of two categories. The categories have to do with school and success. If you answer 3 questions correctly, you win a prize if you miss 3 questions you are out and you have to try again.

Life

Written by Lecia Williams

MetWest High School

Rules: You have to build a college and get to the next level. Once you get to the next level you fight a racist police officer. Once you beat the officer, you go on protest about gentrification, racism, sexism, classism, etc. Then you march down to City Hall and recreate it and build a new one that helps society. All of the people you beat along the way have to start over and go to rule one.

Goal: Recreate a just society

Immigration Game

Written by Ben, Jack, and Sarah

Ruth Asawa SF School of the Arts

1. 1 person is inside the classroom with a pen and white-board
2. 4 people are outside the classroom in front of the door/window in a single file line.
3. The person inside the classroom chooses a word to play “Hang Man” with.
 - The # of spots are put on the board
 - A hang man figure is put on the board
4. The people in line are waved to, signaling that they (those outside of the room) should stand on one leg.
5. The first person in line must win the game of Hang Man to be let into the room and stand on two feet.
6. If the person is communicating through the door and “wins,” they are permitted inside and to stand on two feet.
7. If the person fails at Hang Man, the next person in line is cycled into the lead position.
8. The people in line must be cycled through to complete the game.

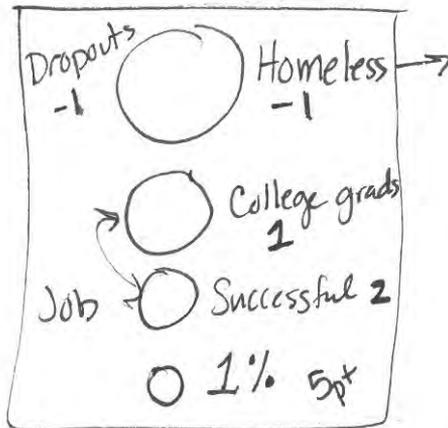
Note: If player doesn’t guess the word within the 2 minute limit, the word being guessed is reset.

Royal in Society

Written by Michael Yee, Gordon Mei, and Teddy Wong
Galileo Academy of Science and Technology

All you have to do is shoot the paper ball in the hole. Each hole has points. The game consists of 2 people. The two people have to rock, paper, scissors. Winner shoots first. They get a limit of 6 paper balls. There are 4 holes. Each hole has a different number of points. The more points you have the better chance to win. The winner gets a crown.

The point of the game is how the holes represent roles in life. “Dropout” is the biggest hole because a lot of people drop out of high school. The 1% is the smallest hole, and the hardest the achieve, because not many people are wealthy.



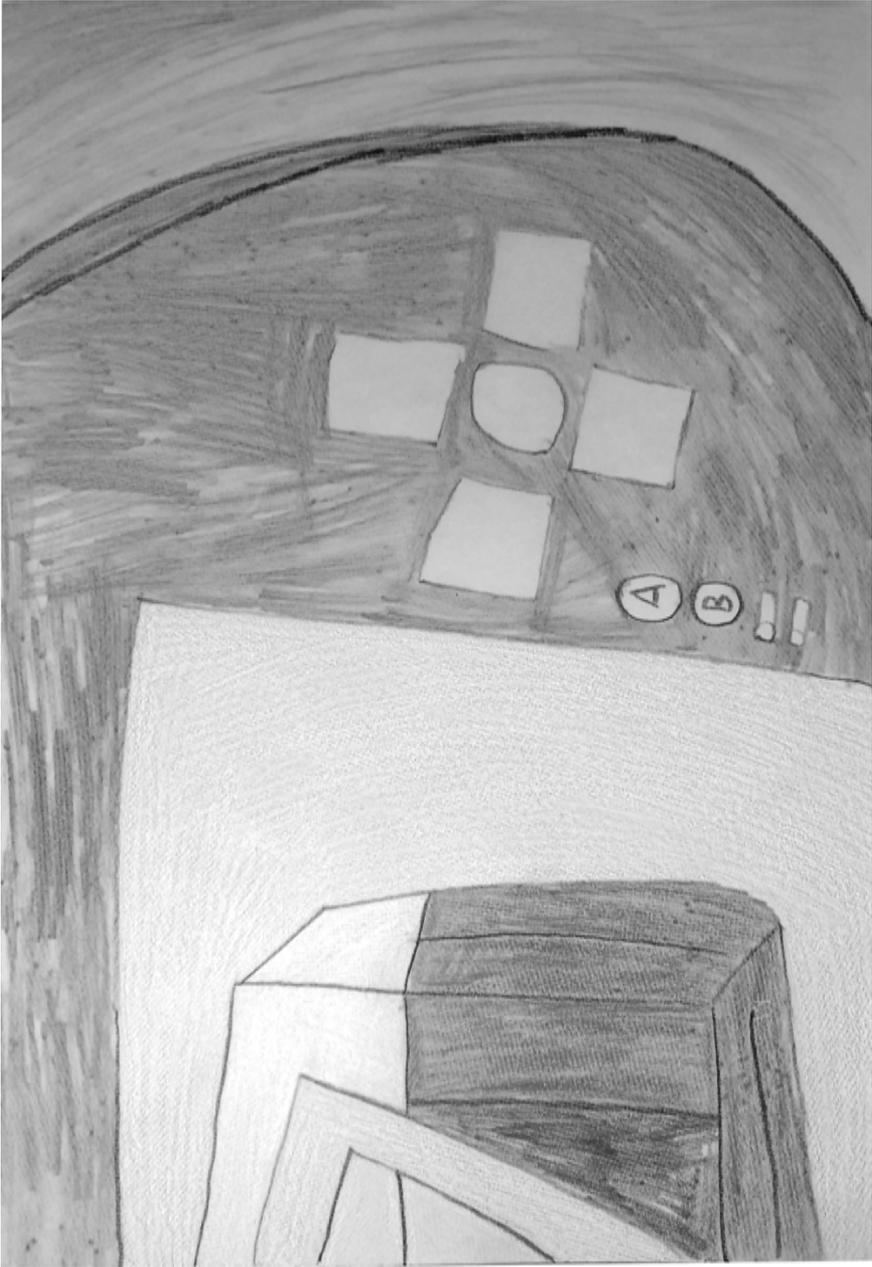
The Rap Game: 4-8-4 Rap Haiku

Written by Felipe and Noam

Leadership High School

The objective is to make the rap like a Haiku up to 3 people can play vs. another team of 3.

3 on 3 each person for each team is expected to rap either 4 or 8 or 4 bars. One round is done when each person has rapped 8 bars, so no one's safe! There are 3 themes you choose one before the battle and go off the topic. The themes are Pollution, Politics, and Food.



GAMES ABOUT IDENTITY

The Pin Game

Written by Clem and Kaia

Brightworks School

This game is played using the Pin Game board

Intro: This game is supposed to force you to think about how society's pressure influences your decisions. In this game we are mainly focusing on education.

Round 1: There are two rounds in this game. In the first round, you want to collect as many "Society Points" as you can, but also try to make decisions you would make in real life. Every turn you mark with push pins right next to the dot. Once every player is at a dead end, the first round is over.

Round 2: In the second round, the points are removed and you get to make decisions and do whatever you want to do. Mark your path with a different color of pins.

At the end of the game, look at how different your path of choice was between the two rounds.

See the difference?!?

The Dress Up Game

Written by Audrey Douglas, Frances Wall, and Owen Hoyt

Brightworks School

This game is played using the provided “Person Blocks”

To set up the game: Put the character cards in a bowl, make sure no one can see the writing! Then, have everyone pick a character from the bowl. Next, pass out the “Person Blocks” and begin!

Instructions: Once everyone has a person block and character card, people can start playing. To start playing you need everyone to start cutting out clothes, coloring in the clothes and dress their player how they would dress. Then, after everyone has dressed their “Person Block” how they would dress, it’s time for Round 2.

In Round 2 with the same character, dress them how you think they should dress. At the end, compare.

Identity Crisis

Written by Analisa Lonich and Tony Jimenez

First Exposures

Each person writes down an identity based off class or position on a card (i.e. President, homeless person, mailman, immigrant, etc.) DO NOT SHOW OTHERS YET

Shuffle the cards

Select a card without looking at it. Have a teammate tape it to your forehead, facing out.

Walk up to a player and ask a yes-or-no-questions regarding the identity written on your card.

You can only ask 1 question per person per round.

Use the answers to your questions to identify what kind of person is on your card.

Mr. Perfect

Written by An

MetWest High School

Write all the tasks or things to do. Write them on note cards and fold the cards.

Put the note cards into a container and randomly pick one.

Do the task perfectly.

If you fail to do the task perfectly, you have to do whatever the winner says.

Doctor's Game

Written by Tesla, Sadie, Isaac, Ramses, Oscar, Gita, and Emilio
(ages 6-9)

Brightworks School

You eat something that you're allergic to

You eat tomatoes and ketchup

Your body break out in hives

You take Benadryl for allergic reactions

Throw away all tomatoes and ketchup.

Watch TV and drink hot cocoa

Your friend comes over to give you a card, and they get sick.

Game begins again in a cycle.

self-reflection

Written by Hammel Tsui

Sterne School

The way you act or present yourself:

I can be shy around people I don't know.

The way you treat others:

I can be mean. In a joking way, but if someone needs me to help them then I would.

The way you exist in the world:

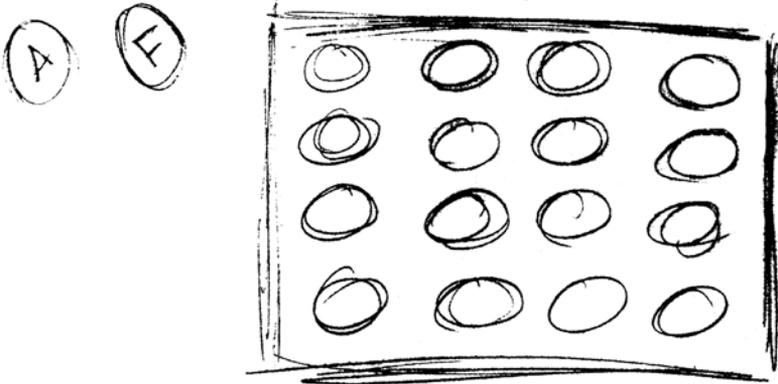
100% makeup, Gothic, *kawaii* and bubbly and sometimes *Lolita*.

Being Gothic and Kawaii and bubbly is super fun and I enjoy the subculture. I wouldn't change it.

Expectations Connect Four

Concept by Hammel Tsui and Christy Gussiff

Sterne School



A = Parents Expectations

F = Wanting Personal Freedom

I NEED
HELP ...



GAMES FOR INTERPRETATION

Basically Capture The Flag

Gateway High School

Find a common object to take from someone else

They know or they don't, but you both try to take something.

Two teams, same object

First team to bring it back to class wins

Destroy!!!

Gateway High School

Get cardboard

Optional write something you don't like on the cardboard
(people (Trump?), things about urself)

Destroy!!!

Bury your cardboard with your feet

Crawl to the other end of the room like a lizard

Breaking the No Running Rules

Gateway High School

Attach a piece of paper on your back

You try to tear it off of other people

If your paper/name tag is ripped off, you lose

The last one standing wins

Hop-Dodge-Stop

Gateway High School

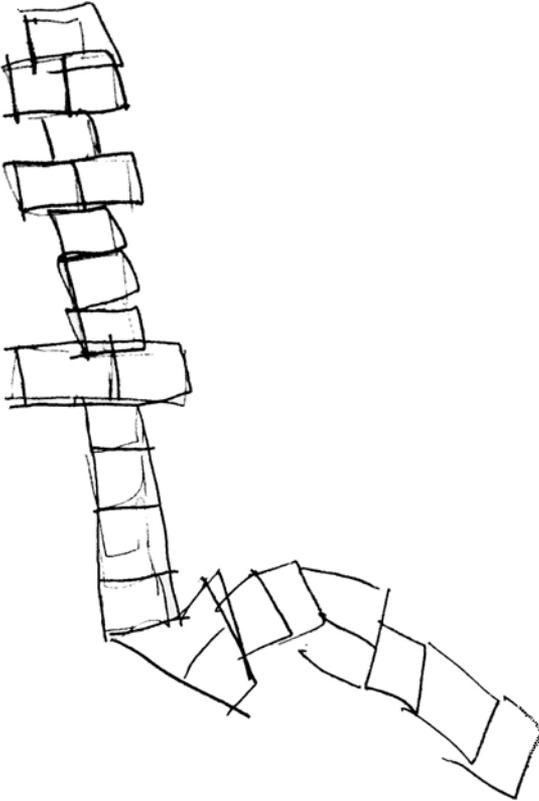
Just Go! & Dodge!

Red-light-stop

Green-light-go

Yellow-light-slow

→ all at the same time!



Contradicting

Written by Sam Applebaum

Sterne School

Goal: contradicting many rules as possible

1st rule: one person writes down a single rule

2nd rule: each player takes a turn to contradict that rule by writing their own and vice versa,

3rd rule: all rules are to be accepted as they are written,

4th rule: the 2nd rule is the “absolute” rule,

5th rule: the 1st rule is the “respectable” rule,

6th rule: the 3rd rule is “unacceptable”,

7th rule: all of these rules are contradicting one another,

8th rule: every rule is completely wrong,

9th rule: every rule is completely right,

10th rule: don't stop until one person cannot think of a contradiction,

11th rule: keep going, the game is still “incomplete”

12th rule: The game is “complete”,

How to win: Every rule that is written HAS to have a contradiction that comes after it has been written to contradict the rule BEFORE it, if the chain is broken, then the player who wrote it down is out of the game, there cannot be a rule where there is a right or wrong opinion

Reach

Written by Minnie, Sofia, Desmond, and Saoirse

Ruth Asawa SF School of the Arts

1. 2 or more teams permitted, grouped by grade level.
2. Everyone must wear white clothes and put colored chalk on the palms of their hands and feet. (Each person may have their own chalk color, or any colors).
3. Each team has 2 minutes to create a structure that is as high as possible using only their own and each other's bodies. They can create the structure however they want (human pyramid, laying like pancakes, on each other's shoulders, etc.), but only bodies can be used. Structure must be able to stand for 20 seconds.
4. Whichever team makes the highest structure wins.
5. Look at the chalk marks on your clothes and see how much movement and team-work was used!

What's the Task?

Written by Alasia Allah

Leadership High School

Players: 5-20

The game is like Spin the Bottle, then it lands on a place/person and they have an expectation or task that needs to be completed and shown to the crowd. They silently mime the task and the rest of the players have to figure out what it is like Charades.

Catch Me if You Can

Written by Neizy G.

MetWest High School

1. Everyone closes eyes
- 2.
- 3.
- 4.

Thank you to all of the STUDENTS who played along!

And thank you to all the TEACHERS who led the way!

Mary Estes, *Ida B. Wells High School*

Nicole Gelormino, *Gateway High School*

C.A. Greenlee, *First Exposures*

Kerry Hogin & Elise Cumberland, *Sterne School*

Kristi Holohan, *MetWest High School*

Ivan Lopez & Marcus Cheek, *Leadership High School*

Salome Milstead, *Ruth Asawa School of the Arts (SOTA)*

Teresa Partridge, *Galileo Academy of Science and Technology*

Amanda Simons & Piper Alldredge, *Brightworks School*

About Southern Exposure

Southern Exposure (SoEx) is an artist-centered non-profit organization committed to supporting visual artists. Through our extensive and innovative programming, SoEx strives to experiment, collaborate and further educate while providing an extraordinary resource center and forum for Bay Area and national artists and youth in our Mission District space and off-site, in the public realm.

About the Artists In Education Program (AIE)

Southern Exposure's AIE program brings together diverse youth, artists, schools and organizations in a dynamic series of interactions, experiences, conversations and collaborations. Sparking a dialog on contemporary artistic practice and sociopolitical issues, AIE illustrates the role of artists in society and uses the conceptual underpinnings of SoEx's exhibition programs to provide new means of expression for youth.

About Artist Robby Herbst and New New Games

Robby Herbst's work engages contemporary and historic experiments in socio-political aesthetics through publishing, social sculpture, organizing, writing, and visual art. Herbst's *New New Games* project immerses participants in deceptively simple but powerful group collaborations that examine race, status, economics, and culture. *New New Games* is inspired by the 1970s San Francisco movement that annually gathered thousands of people to play games that accessed human instincts of competition and aggression, but reframed in a safe, cooperative and creative environment. Herbst is using this model of gathering people to play games updated to reflect current social issues and to satirize contemporary culture.

***New New Games* culminates on June 18, 2016 with a *Tournament of Games* at Jackson Park Playground in San Francisco. Everyone is invited to come and play!**

Spring 2016 Contemporary Classrooms

A Southern Exposure Artists in Education Program

Claire Rabkin, Teaching Artist

Claire LaRose, Artists in Education Program Director

Partner high schools and organizations: Brightworks School, First Exposures, Galileo Academy of Science and Technology, Gateway High School, Ida B. Wells High School, Leadership High School, MetWest High School, Sterne School and Ruth Asawa School of the Arts

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