



WE ALL HAVE THE RIGHT TO LEARN ABOUT, RESEARCH AND SHARE OUR FAMILY HISTORY AND MEMORIES. THIS HELPS US CREATE A BETTER UNDERSTANDING OF OUR IDENTITY AND THE COMMUNITIES THAT WE LIVE IN.

The Every Generation Game: Windrush Edition celebrates the Caribbean and Polish passengers that were on the MV Windrush that docked in Tilbury on the 22nd of June 1948. This was an iconic moment in the development of multicultural Britain after World War 2, and the image of the MV Windrush ship docking was voted as one of the 100 most iconic symbols of post war British history in 2011.

A representation of the ship was featured in the opening ceremony of London 2012 Olympic Games and Cultural Olympiad. The campaign to commemorate Windrush Day as a national holiday to celebrate cultural diversity and the contribution of migrant communities continues to grow.

The Every Generation Game: Windrush Edition commemorates the 70th anniversary of the Windrush in 2018, and celebrates the development of multicultural Britain.

Objective of the game

Family histories and world history are interconnected. Learning about your past can help you to reflect on achievements or think about ways to achieve goals in the future. This game helps players share and learn about family history, discovering things about themselves and each other, through stories about cultural backgrounds and experiences.

The game encourages players to recall family history, historical events and memories, in order to:

- Tell stories
- Get to know each other
- Reminisce
- Share memories and experiences
- Learn about history and family history
- Create new stories and life experiences
- Have fun!

For more information on researching family history, see the Further Resources booklet.

Benefits of playing the game

Playing this game has many useful benefits, such as:

- Sharing and preserving memories with family and friends
- Understanding and feeling confidence in your family history
- Maintaining identity and heritage
- Integrating past, present and future
- Promoting creativity through storytelling
- Promoting pride and a sense of achievement
- Opportunity to talk, share, and socialise
- Opportunity to get to know different generations of family

- Understanding people's beliefs and behaviours which are a result of family history
- Supports learning and cognitive memory
- Overcome inhibition and low self esteem
- Having fun while learning
- Keeping family history alive through storytelling

Imagery and photographs

The game contains a variety of images, which aim to spark imagination and storytelling. Using photos to stimulate stories means the game can be played by people who speak different languages, are different ages and identify with different cultures.

Players are encouraged to add their own photos to the game, to spark memories and stories about family members, friends and experiences.

You can print your own photos on to the blank cards provided, or simply add real photographs into the pack of Picture Cards.



Starting the game

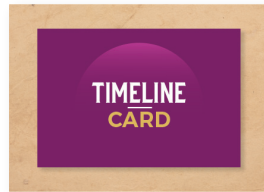
The Every Generation Game: Windrush Edition is suitable for 2-6 players.

Nominate one player to be the Game Master. They will manage tasks like dealing cards, managing the voting system and deciding on tie break situations.

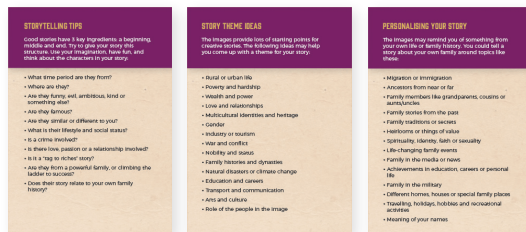
Players can ask the Game Master for further information about facts on the timeline, which they can look up online if necessary.

Set up

1. Place the board in the middle of the table.
2. Each player selects a playing piece and places it on a ship icon space on the bottom line of the board.
3. Shuffle and deal 2 Picture Cards to each player. Place the rest of the cards face down beside the board.
4. Shuffle and deal 1 Timeline Card to each player. Place the rest of the cards face down beside the board.
5. Give each player a **Storytelling Tips/Personalise Your Story** card.



6. Place the timer and **Story Theme Ideas** card beside the board where everyone can see it.



7. Give each player a Ballot Paper, and ensure that everyone has a pen or pencil.
8. Decide who will go first. You could do this by letting the oldest or youngest player go first.

Aim of the game

The aim of the game is to reach the top level of the board by receiving the most votes for telling interesting stories.

Playing the game

1. All players should look at their 2 Picture Cards and 1 Timeline Card and think about how the pictures might relate to a story which fits into their given period in history. Use the Story Hint cards to help you form ideas.
Note: Stories do not have to be true – if you can't think of something related to your own family history, feel free to invent an interesting tale inspired by your picture.
2. Select 1 picture which you think best inspires an interesting story related to the period on your Timeline Card.
3. Each player has 2 minutes to show their picture card and tell their story. Use the timer to keep track of time. Begin with the player who was chosen to go first, then take turns in a clockwise direction.
4. Once everyone has told their story, all players should use the Ballot Papers to vote for their favourite story. Write down the name of the player who told the most interesting story.
5. Hand Ballot Papers to the Game Master. They should count the votes and reveal the winner of this round.

Tie Breaks: If there is a tie the Game Master should deal each player in the tie a new Picture and Timeline Card. They have 2 minutes each to tell a story, and the rest of the players should vote for the winner using their Ballot Papers.

6. The winner of the round should move their counter up to the next level on the board.
7. The next round begins with each player being dealt 2 new Picture Cards and 1 new Timeline Card.
8. In the next round, the player to the left of the person who told their story first should begin the storytelling.

9. Play continues with rounds of storytelling inspired by the Picture Cards and Timeline Cards dealt out at the start of each round.
10. The winner is the first player to reach the top level of the board. The ballot papers have space to play 10 rounds - but you don't have to play this many. If you run out of time, the player who has advanced furthest up the board is declared the winner.

Knock-Out rounds!

To make the game more competitive and speed things up, you may wish to add in Knock Out rounds. Knock Out Rounds may not be suitable for all groups playing the game - see "Using The Every Generation Game: Windrush Edition".

We would suggest that all players take part in the first 2 – 3 rounds, before adding in Knock Out Rounds. The player who receives the least votes in each round will be knocked out of the game. You could knock out a player in every round, or in every second round depending on the number of players.

Note: Players who are knocked out should still participate by listening to the stories and voting for their favourite using their Ballot Papers.

Using The Every Generation Game: Windrush Edition

Intergenerational learning and family history sharing

The game allows all ages to play together, as everyone has the freedom to be creative and tell their own stories. It helps spark an interest in family history – you can add in your own family photos to help personalise the game and create your own Timeline Cards featuring important events in your own family history to help inspire storytelling.

Team building and social networking

The game enables people who do not know each other well to learn a little more about each other. By listening to the experiences of others, it offers a non-invasive way to talk about your own memories and learn about other people's.

Older people in care settings

The photos and structure of the game give an opportunity for older people to reminisce and recall memories. You might wish to remove the voting system, and simply use the game as a way of sharing stories without the competitive element. The timer and knock out rounds can also be excluded. You could introduce personal photos and develop personal timelines as part of a reminiscing experience.

People with mental health problems or learning disabilities

Health and social care staff can play this game with service users as a social activity and opportunity to get to know each other. It could also be played by groups of service users, facilitated by staff who take on the Game Master role. The game can be played at a pace which suits the group playing – you can decide whether the timer, knockout stages and scoring system would be suitable for the group. Giving some example stories when explaining the rules may be helpful.

Schools, Youth Clubs and Looked after Children

The game can be used as educational resource, to inspire creativity, learning and research around the historical facts provided on the timelines. Photos and timelines could also be used as stimulus for creative writing tasks after playing the game.

About the game's creator

The idea for The Every Generation Game: Windrush Edition came from Patrick Vernon OBE:

"I have spent over 15 years researching, developing resources, delivering workshops, collecting ephemer and writing articles on family history, identity and mental health & wellbeing. I have been campaigning for a national holiday called Windrush Day, and launched the 2018 petition for the Windrush Generation to be recognised as British citizens, and to receive compensation for financial losses and emotional trauma as a result of the threat of deportation from Britain. I hope that the Windrush Game will raise awareness of the Windrush Generation and help ensure that people's stories are shared and remembered "

Resources

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