



# Wisdom Without Borders

## The Play Kit - 'Values' Series

Welcome to a whole new way of exploring Wisdom teachings from India!

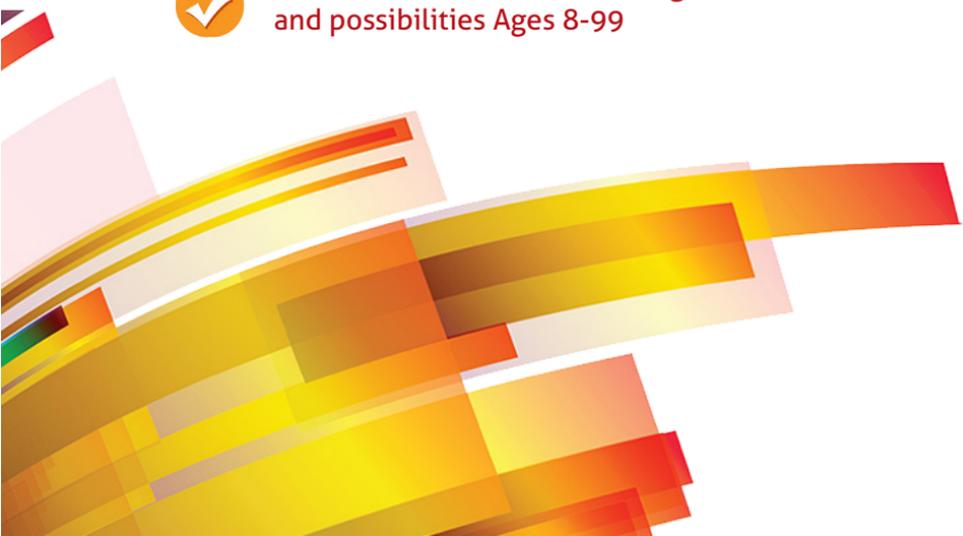
Develop Confidence & Personal Mastery through Collaborative Creativity



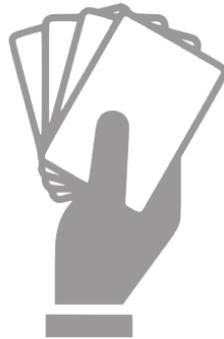


# Wisdom Without Borders The Play Kit

- ✔ The Game Play ToolKit for teachers, families & communities to expand horizons
- ✔ Games that explore worlds, create stories, build connections, develop insight & bring joy
- ✔ Use language as a gateway to knowledge & wisdom
- ✔ Explore words, concepts and contexts through play and expressive art
- ✔ Discover Indian Culture, Philosophy and Contemporary Dharma
- ✔ Hundreds of hours of fun with game combinations and possibilities Ages 8-99



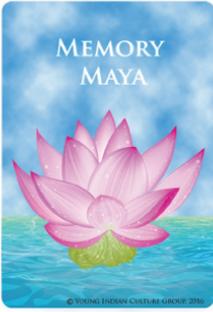
# Game List Includes



- Vice2Virtue ~ Values in Action
- Memory Maya ~ The Bhagavad Gita Challenge!
- SpeakUp ~ Bhagavad Gita to the Rescue!
- Karma Katch ~ Who are You? Deva or Asura?
- RamayanActs ~ Wisdom on the Go!
- MahabharActs ~ Wisdom on the Go!
- Dharma Dilemmas ~ Set 1
- Hindu Symbology ~ Search-It-Out
- Color-It ~ A Rainbow of Symbols
- Values Bingo ~ Downloadable

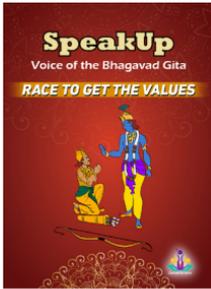
Visit [www.gamesforseva.org](http://www.gamesforseva.org) for details on the games





Match It! Tell a Story! Have a Race! Make a Contest! is an awesome game for developing a strong Sanskrit vocabulary on 'Values from the Bhagavad Gita'. This game has focused on contemporary art representations for these values, with a deep reverence for the traditional words. In addition to playing a Memory game, these cards can be used for discussions, skit building and further collaborative games. Bonus: Download educational content. Ages 5-99

A fast paced game to discover your true desire! Divinity or Demon? Deva or Asura? Who are YOU! Accumulate Papa and Punya points to help you choose your path. The cards can be used for dynamic play in dharma debates, skit building and role playing. Bonus: Education notes on Dharma, Karma, Papa, Punya, Deva, Asura and Discussion topics with guidelines. Ages 7-99



It is your Story! Help your team guess the word! The 'Values' words are from the Bhagavad Gita. Two teams compete with each other to guess as many words as possible. The cards are great for dynamic play in testing knowledge, deeper discussions and role playing of Values. Bonus: Download educational content. Ages 7-99

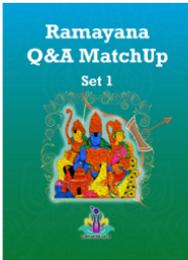
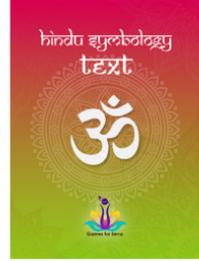
These Quote Cards contain short nuggets of wisdom delivered by the characters throughout their journeys. Each card speaks a universal truth that is timelessly applicable to all human beings in their pursuit of dharmic duties. Many games can be played with one deck from short 10 minute rounds to elaborate 45 minute play variants. Each quote also has a contemporary version in language used today.





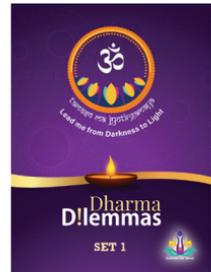
Organize your Bingo day and develop knowledge about the mighty Epics of Ramayana & Mahabharata. Download & print the sheets, establish prizes and have a blast! Download the games!

The two decks of Art and Text can be matched for a Memory race to find your collection of symbols! The cards can be used in dynamic play for testing knowledge, deeper discussion on symbology and role playing. Create your own adventurous games! Ages 5-99

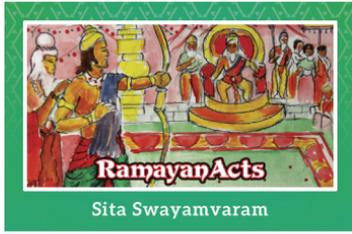


Find the matching Question & Answer from the jumble! Race to win for your team! Guess your mastery of Ramayana facts. The cards will help initiate story telling and discussions. Bonus: Download Answers. Ages 9-99

Create your own Dharma Debate, Talk Show or mini play! These cards can be used for discussions, skit building and further collaborative games. It is an ideal complement to games that apply wisdom teachings to a dilemma or issue. Ages 7-99

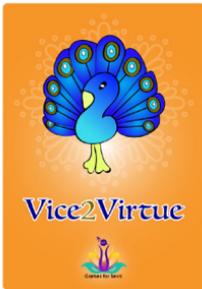
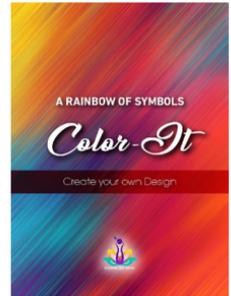


This play tool kit is a block buster, full of 100s of hours of meta game play using combinations of game decks. Each game card can be modified based on needs. For large groups and teams, multiple game cards can be used. Create your own games with unique combinations.



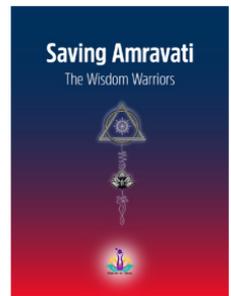
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These beautiful cards are for letting your imagination soar free to color in creative ways. Make your own garland of symbols. The cards can be used in dynamic play for testing knowledge, deeper discussion on symbology and role playing. Create your own fast paced games! Make a poster of your art work! Ages 5-99



Win one for the team! Can you see the connection of Names, places, things and activities to a life of Value? Playing this game will make you a champion of life! Can you see the Value of Values in the Bhagavad Gita? These cards can also be used for discussions, skit building and further collaborative games. Bonus: Download educational content. Ages 7-99

We need our Wisdom Warriors to protect and save dharma! Who are they? What are they saying? Can we aspire towards their lofty values? This deck gives a vast array of role playing opportunities in dharma discussions & skits. Each Wisdom Warrior is a doorway to a heritage of noble epics & stories. Bonus: Download educational content.



# Wisdom Without Borders Playkit Deck



In addition, the games can be combined to create hundreds of activities. Energize the play with prizes and challenges.



Welcome to a unique concept that combines games to create new activity and perspectives. Each of the games in this Play Kit is a gateway to insight, conceptual development, creativity, personal expression, confidence building and the joy of group activity.



There are 15 Game Cards in this Play Kit with a catchy name. The basic game includes the supplies needed and the age range applicable. Play Variants are also provided. The back side of each card includes topics for Reflections and personal Goals that can be achieved.





These Meta Games use individual card games in different combinations to build unique perspectives. Explore philosophy as a contemporary lens to look at dilemmas, participate in discussions and debate issues in the current milieu. Combine game decks and create a variety of challenges. You are the Game Director!

**FIND-YOUR-PARTNER** Choose your words carefully!

**CREATE-A-ROW** You can make a difference!

**BUILD-A-STORY** And turn it all around!

**WHAT-DID-THEY-SAY** Be careful what you speak!

**WHICH-WHICH** Test your Character!

**SOLVE-IT** Match your Wisdom to a Dilemma!

**SPELL-THE-WORD** Say it out loud and win!

**DEBATE-DRAMA** Decide on the Dilemma!

**ATTACK-IT** Show your Wisdom Mastery!

**SCAVENGE-IT** Be the first to find Wisdom!

**DEBATE CLUB** Bring an issue and lets Debate!

**MAKE-YOUR-OWN-GAME** Create~Collaborate~Contribute

**STORY-POINT** Paint a story with words

**ON-THE-HEAD** Guess my Fate



# Apply Creativity Principles to expand the Play Kit



Apply your knowledge of play to these unique game decks.



Traditional games like Hangman, Telephone, Scavenger Hunt, HeadsUp can be used in a creative manner to explore vocabulary & concepts. Create contests and self directed challenges for small and large groups.



Take any deck game and come up with a challenge to apply creativity principles of Substitute, Combine, Adapt, Modify or Magnify, Put, Eliminate, Reverse or Rearrange (SCAMPER).



Substitute something.

- Combine it with something else.
- Adapt something to it.
- Modify or Magnify it.
- Put it to some other use.
- Eliminate something.
- Reverse or Rearrange it.

Check [www.gamesforseva.org](http://www.gamesforseva.org) for downloadables, game play variants & teacher resources



# Frequently Asked Questions

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## **How do I use this Kit?**

Each game is standalone with many activities, downloadable educational content and new possibilities. In addition they can be combined for innovative play and learning. These combination games are outlined in the play deck enclosed. New games will be added frequently.

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## **Do I need to know the Ramayana & Mahabharata to play some of the games?**

No! Playing will expand your knowledge as a side benefit but is not essential.

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## **Can I create new games using this kit?**

Yes! All you need is index cards, game play tools like dice, timer etc. Apply creativity principles to create and let your imagination soar. Check [www.gamesforseva.com](http://www.gamesforseva.com) for ideas.

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## **Who and what age groups can benefit from Wisdom Without Borders Play Kit?**

Each Game has an age range. Every game can be played by children and adults. They can also be modified based on the needs of the group. The age range for the games is 5-99. Check the specific game for details.

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## **How does it work in a class room or group setting?**

It works very well as each game has many components that can be shared. A class or group can be broken into smaller groups to facilitate collaboration. Also the sub groups can be encouraged to make the game play better with their own ideas.

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## **Do all these games need a Facilitator?**

Many games have a self selected moderator/judge/commander. They can be selected by the group. The idea is to empower the group to function independently. Also the position can be rotated.

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## **Is there a way to provide feedback or get support?**

Yes! We look forward to your comments. Send them to [gamesforseva@gmail.com](mailto:gamesforseva@gmail.com). You can also leave your ideas & comments on [www.gamesforseva.org](http://www.gamesforseva.org).

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# 'Confidence & Creativity'

## Teacher Plan for developing Leadership workshop series

This Play kit has been developed by teachers to facilitate confident expression of knowledge gained. Hundreds of hours of activity can be joyfully accomplished. The games can be combined with teaching units on the topics covered. Youth can be divided into groups for Collaboration, Creativity & Communication.

**Bhagavad Gita Values :** Use Memory Maya, Vice2Virtue, SpeakUp

**Principles of Living :** Use Karma Katch, Hindu Symbology, Color-It, Dharma Dilemmas

**Wisdom from Itihasas :** Use RamayanActs, MahabharActs

**Meta Games :** Combine games using the WWB Play Deck included. This is valuable to developing insight into application of teachings

### **Basic Structure of Workshop**

1. **Opening Activity - Introduction to game topic. Review context in contemporary terms - 10 minutes**
2. **Review game rules, establish groups, distribute supplies as needed - 5 minutes**
3. **Play Game - 20-30 minutes**
4. **Reflections - Group leaders or selected youth can come forward to reflect on the process. This can be a contest for best insight or expression. Writing can be encouraged also - 10 minutes**
5. **Closing Activity - Summarize for the group - 5 minutes**

Some games may take longer and could be split over multiple sessions or a larger block of time can be identified. In some cases rules can be modified to make the game shorter. There are many creative possibilities for change.



# About Games for Seva

'Games for Seva' is a pioneering initiative to harness the immense creativity and talent of our youth and adults to develop Vedic Theme based games, resources and tools. The spirit of Seva guides the endeavor – all work with Compassion, Contribution and Collaboration. These products provide immense opportunities for service through game play, teaching and sharing the Vedic Heritage with people all over the world. Vedic Themes draws from Puranas, Itihasas, Folklore, Vedas, Upanishads & Bhagavad Gita. It includes elements of history, cultures and geography. These opportunities blend the need to develop Vedic Youth & Adult Leaders in an environment that rewards creativity, cooperation, communication and technology. These are all 21st century needs and drives. These Games are prototyped and tested at YICG, in our classes, events and special workshops.

Please visit [www.gamesforseva.org](http://www.gamesforseva.org) for many downloadables, game play ideas and leadership activities. Our games are available for purchase at

[https://www.thegamecrafter.com/search?q=gamesforseva.](https://www.thegamecrafter.com/search?q=gamesforseva)

Contact us at [gamesforseva@gmail.com](mailto:gamesforseva@gmail.com).

YICG is a 501(c)3 not-for-profit entity at [www.yicg.com](http://www.yicg.com).