

BUILDING RADICAL PLAY

The Kids Are Ready

This handout will guide you through a structured process for designing and implementing radical play activities. Radical play should be fun and it requires us to reimagine play as a medium for critical thinking, empowerment, and action. This handout equips you with prompts, strategies, and reflection techniques to create experiences that encourage participants to analyze complex social issues, challenge existing systems, and envision transformative solutions.

1. IDENTIFY KEY CONCEPTS

What core ideas do you want participants to explore through this activity?

What do you want participants to learn or understand by the end of the activity?

i.e. Power and Privilege, Equity vs. Equality, Environmental Justice, Systemic Bias.

2. SELECT MEDIUM OF PLAY

What traditional game or activity will serve as the foundation? How will you adapt the game to incorporate the selected social justice concept(s)? OR What new game can you create as your foundation?

3. BASIC/ADVANCE LEVEL

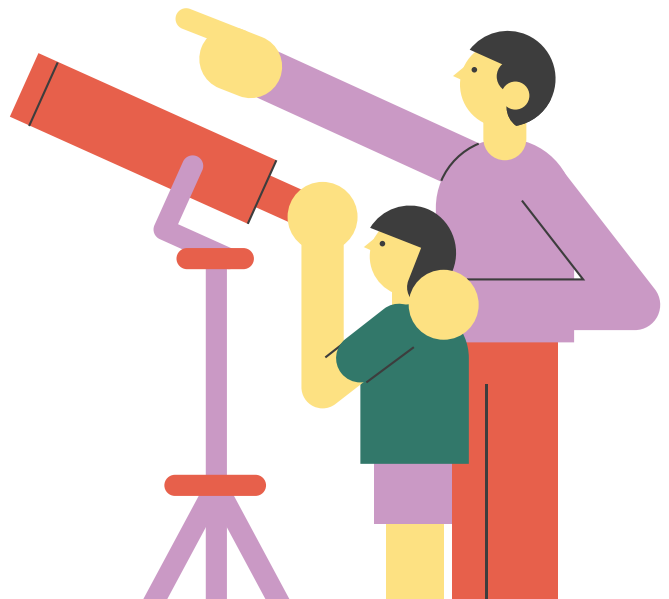
What type of play medium best aligns with your goals? Describe how the chosen medium connects to the desired learning outcomes.

4. PROCESS METHOD

How will you offer a space for young people to process the given information? How will you facilitate space to co-create knowledge and learning? How will you decenter power during your facilitation?

5. PRAXIS

How will you guide participants in reflecting on the activity? How will you facilitate action-oriented outcomes?



BUILDING A RADICAL PLAY



The Kids Are Ready

As we begin a new school year, I want to take this opportunity to share some important tips on how you can support your child improve their language skills. By working together, we can create a supportive environment that empowers your child to thrive. Here are some strategies to consider:

1. IDENTIFY KEY CONCEPTS

Example: By the end of the activity, participants should be able to define equity and equality and explain how they differ in practice.

2. SELECT MEDIUM OF PLAY

Examples: Freeze tag, musical chairs, charade, group drawing activities, life maps, role-plays etc.

3. BASIC/ADVANCE LEVEL

Example: Musical chairs
Play the traditional version of musical chairs. For the second round, modify musical chairs to explore resource scarcity by varying the availability of chairs based on participants' "roles" in the game.

4. PROCESS METHOD

Examples: verbal presentations, group debrief, art, video presentation, poetry,

5. PRAXIS

Sample prompts such as:

- What emotions or thoughts came up during the activity?
- How did the game mirror real-world dynamics?

To promote action you can:

- Ask participants to brainstorm ways to address an injustice highlighted in the activity, either individually or as a group.

