LEARNING OBJECTIVE

SPIN is designed to make students reflect on the power of words and images while creating and altering meaning in a fictional narrative. This fast-paced, small group, storytelling game provides students with the experience of "spinning" a story in different directions to convey diverse storylines or viewpoints—much like it occurs in print, broadcast, and digital media today. The texts used in the game are both visual and verbal. As they are put into play, students gain a better understanding of how words and images may be manipulated to promote a particular point of view or interpretation of an event or used to advocate a specific social, political, or governmental agenda.

BASIC STRATEGY

In *SPIN*, players take turns crafting a cohesive story using random images and words drawn from a deck of cards. Opponents may foil one another by playing a *SPIN* wildcard that requires the previous player to spin the story in the opposite direction! This game is intended to be fun and fast-paced.

IMPLEMENTATION NOTE

Since only 5-7 students take part in each game, you will need to divide the class into multiple groups. Each group will require a set of its own game components as listed below. Maximum benefit is gained by playing two or more times.

GAME COMPONENTS

Print, cut, and assemble as many sets as needed to create the following set for each game.

- 46 Word cards (cut and folded)
- 18 Image cards (cut and folded; may print in color or b/w.)
- 24 *SPIN* cards (print 7 copies per game.)
- 1 Beginning card ("I heard on the news that…")
- 15 Ending cards

GAME SET UP (Student acts as Game Master.)

- Assemble the players around a medium-sized table so that they can see each other and reach the center of table.
- Select Game Master for each game table to help run the game.
- Direct Game Master to read instructions and distribute game cards.

GAME TIME
approximately 20 minutes

PLAYERS
5-7 students
Teacher acts as Moderator
1 student per game acts as Game Master