Tabletop refers to board games, card games, dice games, and other games played on a flat surface. The Tabletop Gaming 4-H project introduces members to the fundamentals of game theory and game mechanics through experiential playing and reflection on games. The field of tabletop has expanded enormously and the variety of games now utilizes diverse mechanics (including turns, dice, role-playing, worker placement, tile-laying, and other rules or processes)

- Learn about the history of tabletop games, the bread and depth of games
- After becoming familiar with a few games, start to analyze the game mechanic and develop a play strategy that capitalizes on this
- Compare games based on their gameplay types—asymmetric, cooperative, emergent, and nonlinear
- Play an advanced strategy game (taking over 5-hours)
- Learn how others have designed, developed, and tested games—from Kickstarter and other sources
- Design your own game, based on an identified game mechanic and victory condition, and test it with the group

The activities above are ideas to inspire further project development. This is not a complete list.
Expand Your Experiences!

Citizenship
- Host a tabletop game event at a local library or community center to celebrate International Tabletop Day (April annually)
- Learn about the benefits of games for building social capital

Leadership
- Become a junior or teen leader for the tabletop game project
- Teach someone else how to play one of your favorite games
- Play a game that requires one person to act as the lead role (e.g., Dungeon Mas-

Science, Engineering, and Technology
- Develop a game that helps players understand a scientific concept or theory
- Investigate games available in both real-world and online formats and identify the benefits and disadvantages (for example, Carcassonne is available in a box

Healthy Living
- Learn how games may enhance socio-emotional learning and psychological well-being
- Learn to navigate conflicts during gameplay and resolve conflicts positively

Resources
- Game Mechanics
  https://badgeville.com/wiki/Game_Mechanics
- BoardGameGeek- Board Game Mechanics
  www.boardgamegeek.com/browse/boardgamemechanic
- Game Mechanics Explorer
  gamemechanicexplorer.com/

Suggested Introductions
Cooperative
- Forbidden Island
- Pandemic
Worker-Placement
- Agricola
Strategy
- 7 Wonders
- Settlers of Catan
Tile Placement
- Carcassonne
Story-Telling
- Gloom
Deck-Building
- Dominion
Rule Variation

Connections & Events
- Presentation Days – Share what you’ve learned with others through a kitten, cupcake, and glitter presentation. (Easy on the glitter)
- Field Days – During these events, 4-H members may participate in a variety of contests related to their project area.
Contact your county 4-H office to determine

Curriculum
- Entropy– Tabletop Games Curriculum
  http://entropymag.org/tag/tabletop-games-curriculum/
- Design a Board Game
- Book: Challenges for Game Designers

4-H Record Book
- 4-H Record Books give members an opportunity to record events and reflect on their experiences. For each project, members document their personal experiences, learning, and development.
- 4-H Record Books also teach members record management skills and encourage them to set goals and develop a plan to meet those

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