



# Yabai: Introducing the Game

- Introduce Supply card (pencil, eraser etc) vocabulary using with fun technique such as memory, go fish or Karuta.
- Deal any number of cards out to a group of players and present a *class card*. Have students then freely place cards with a symbol (the brain, cog or lightbulb) that matches the color on the *class card*. Do not worrying about the numeric value yet. Players should draw a new *supplies* card each time they play one.
- Now present all values on the card as 2 (in other words the value of a creativity symbol on a card is 2) and have them attempt to beat the lowest numbers as printed on the class cards.
- Play open handed (so everyone can see all the cards) until players are more confident:
- Now introduce the *season card* aspect of the game by handing out the tutorial card.
- This teaches the reading and cross referencing aspect of the game that is important before moving on. Now players must reach within the designated number range for each colored aspect on the class card before moving on.
- Now introduce the information gap aspect of the game by showing the players the *season* cards. The players will now only have access to certain information. Players should understand the core mechanics of the game from this point. Begin play open handed and when the players gain enough confidence, switch to playing close handed. This adds to the game as students believe they are leveling up.
- Finally, add a 7-minute timer and have the players attempt to pass a certain number of *class cards*. Soon enough, players will be shouting the name of the game: YABAI! You have done it.

Final Note: These steps can be skipped or introduced one at a time or all together, depending on the group and player level. You can use Yabai as a quick 7-10-minute fluency activity or introduce the game, step by step, over a period of several weeks. It is that flexible.

Hope you can pass the classes!

