

Museum of Craft and Design x Art Works for Change

STOP, DROP, & ROLL



PROJECT DESCRIPTION

Celebrate Earth month from the safety of home by transforming household items into a fun game for the whole family. Inspired by [Survival Architecture and the Art of Resilience](#) and the work of **Citizens' Climate Lobby**, [Art Works for Change](#) artist and activist **Al Grumet** has created *Stop, Drop, & Roll*, a customizable DIY arcade-style game.

RECOMMENDED AGE/SKILL LEVEL:

This game is suitable for all ages. Scoring and gameplay variations will be more accessible to players 5 and older.

MATERIALS

- Boxes, drums, books or other repurposed items that can be used to create an array of platforms
- Hacky sacks, rice-filled balloons or other beanbags
- A wall that can be used as a backboard without risk of injury, damage to home furnishings or loss of beanbags
- Optional: masking tape and additional cardboard to create drawbridges between platforms; artmaking materials for decorating platforms and other game elements; sticky notes for labeling platform point values

GAME PLAY

- Players attempt to **land beanbags on a series of platforms** by tossing them off of a wall.
- The point value of each toss is specified in advance and based on degree of difficulty. Point-value methodologies are described in further detail below.
- Games can be played with competitive scoring or collaborative scoring.
 - In games with **competitive scoring**, players (or teams) calculate a cumulative net score, and the first player (or team) to reach 100 points wins the game.

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Net scoring means that the winning player (or team) for a round of play increases their point total by an amount equal to the margin of victory in that round.

- In games with **collaborative scoring** (including solo games), the goal is to reach 100 points with the fewest tosses possible. Points scored by all participating players are added together to calculate the cumulative score.
- The following rule choices will impact both game flow and strategy, and should be specified before the game:
 - Whether **beanbags** will be (1) left on the platforms until the conclusion of a round or (2) removed following each toss.
 - Whether players (or teams) will (1) alternate turns after each toss or (2) alternate turns after a full round of tosses.
 - Specify tossing distances from the wall, including “handicaps,” as needed to enhance competition. Specify any limitations on angled tosses.
 - If desired, identify a line on the wall above which the beanbags must hit.

INSTRUCTIONS

- Prepare your beanbags: Hacky sacks (also known as footbags) are durable beanbags that work very well in this game. You can also [make your own beanbags](#) using balloons and rice.
- Select your platforms: Cardboard boxes work well as platforms and can be a great canvas for artmaking. You can also use books or drums (or other objects that vary in size and height), adding to the experience with wordplay, sound and other creative elements.



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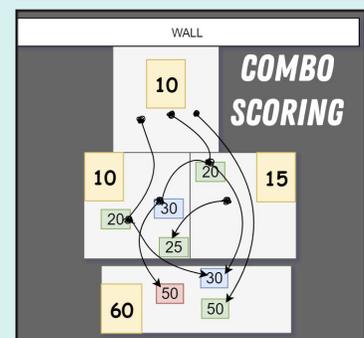
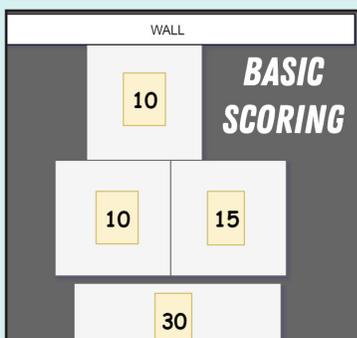
- Design your course: Arrange the boxes or other platforms next to a wall. For beginners and younger players, your goal should be to create a high probability of landing a beanbag on a platform with each toss. Generally, this can be accomplished by using large platforms next to the wall and eliminating the gaps between platforms.



- A course may consist of a single level or multiple levels (like a video game or golf course).
 - For each level, you should specify the number of rounds that will be played at that level and the number of tosses per player per round.



- Specify a scoring system and assign point values: The scoring system can be customized, but you may wish to start with one of two approaches: basic scoring and combination scoring.
 - With **basic scoring**, points are based on the platform upon which a beanbag comes to rest. In the scoring charts below, this point value is indicated by the yellow boxes.
 - With **combination scoring**, points are based on
 1. The platform upon which the beanbag comes to rest (yellow boxes) and
 2. The platform(s) with which the beanbag comes into contact en route to the final landing spot (green, blue and red boxes, representing two, three and four bounces, respectively).
- **Optional:** a negative point value can be assigned to tosses that do not land on a platform and/or tosses that do not hit the wall first.



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- Document point values and create a scoring sheet:
 - **Point values** can be compiled into a scoring chart (pictured above) or marked directly on the platforms.
 - Each round can be scored using a scoresheet containing the point total per player for that round and the cumulative score for each player based on net scoring.
- Customize your game experience and share your design: Most aspects of the game can be customized, and creating your own rules and designs adds to the fun! Use the template included on the last page to help you create your own version.

ADD CLIMATE ACTION TO YOUR GAME

According to scientists, in order to address the climate crisis and limit global warming to 1.5°C, the world must reach net-zero greenhouse gas emissions (a 100% reduction!) by 2050. To do so will require bold action by everyone, from individuals to governments.

- You can explore this theme in your game by adding climate-related artwork or pledges to your design, and by incorporating [climate conversations](#).
- For example, you can highlight how the point system in the game represents emission reductions, and the winning score of 100 equates to the achievement of the world's emissions-reduction goal (100% by 2050).

To get ideas for climate actions at the household level, check out [Green Change](#), and for national-scale climate change solutions, check out [Citizens' Climate Lobby](#).

PLUS: Play the artist's featured climate action-themed course, [Bridge to Tomorrow](#).

ADDITIONAL RESOURCES

CONNECT SOCIALLY AND LEARN MORE

Facebook & Instagram: @MuseumofCraftandDesign @artworksforchange @algrumet
Twitter @SF_MCD @artworks4change @algrumet

Share your project!
Post and tag #MCDatHome

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RELATED MATERIAL AND RESOURCES

GAME-SHARING TEMPLATE

[Name of your Game]

Inspiration: State the inspiration behind your course design

Course Levels and Layouts: State the number of levels in your course and attach images of the layout for each level. For advanced users, you can attach a link to 3D models of your game design using SketchFab or a similar 3D model viewer.

Scoring chart: Provide a scoring chart and state the scoring methodology (basic scoring, combination scoring or other (describe))

Tossing rules:

- Specify whether beanbags will be (1) left on the platforms until the conclusion of a round or (2) removed following each toss.
- Specify whether players (or teams) will (1) alternate turns after each toss or (2) alternate turns after a full round of tosses.
- Specify tossing distances from the wall, including “handicaps.” Specify any limitations on angled tosses.
- If applicable, identify a line on the wall above which the beanbags must hit.

Special rules: Identify any special rules that apply to game play.

Other custom game features: Identify any other custom game features that users need to know in order to recreate and play your game course