

# Family Board Game

## Ultimate object of Family Fun Night:

It's all about us as a family. Our quality time.

## Ultimate objective of the game:

"When we play a game, the goal is to win, but how you get there is what is important, not the winning."

-Adaptation of Reiner Knizia's quote, board game designer



## 2017 Event Schedule Sedgwick County Extension Sunflower Room

7001 W 21st Street North  
Wichita, Kansas 67205

- January 27, 7 p.m. – 9 p.m.
- **March 4, 9 a.m. – 9 p.m.**  
**Mega Event 4-H A, B, Kitchen**
- May 19, 7 p.m. – 9 p.m.
- August 11, 7 p.m. – 9 p.m.
- October 13, 7 p.m. – 9 p.m.
- December 15, 7 p.m. – 9 p.m.  
Santa is coming!

**Be a Volunteer!**  
**2 hours 6 times a year**

# Community Outreach

AmeriCorp Volunteers

McLean Magnet School- Math Night

Marshall Middle School-Literacy Night

Witty Women FCE

Woodland United Methodist Church

First Evangelical Free Church

St. Paul's Lutheran Church "Go Zone" Program

Mental Health Teen Outreach "Girl Empowerment"

Young Professionals Community Enhancement

Christian Faith Center Outreach

Trinity Christian Center

Step Stone Domestic Violence Transitional Program

Wichita Salvation Army



Wichita Police Department Volunteers - East Bureau

*For more information or to host a Family Game Event  
at your agency, contact us.*

K-State Research and Extension, Sedgwick County

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# K-STATE

Research and Extension

## Sedgwick County



## Seize the Moment



## "Bonding Thru Board Games"

A family program using board  
games as a tool to strengthen  
families in the community.

Kansas State University  
Agricultural Experiment Station  
and Cooperative Extension Service

Evolved Out of the Need to Reconnect

# Quality Time With your loved ones



## *Bonding Thru Board Games is...*

A tool that fosters the six major qualities that strong and successful families exhibit across cultures worldwide and in all family types:

- Time carved out for one another.
- Appreciation for each other.
- Room for communication.
- A venue to share values, life skills, beliefs.
- A special ability to cope with stress and crisis.
- Commitment for each other.

## Purpose

There is a socio-emotional need in every human being for attachment, bonding, to love and to be loved, acceptance, belonging, and identity. We live in a busy world in which time together is often lost in the buzz of activity.

*Bonding Thru Board Games* is a tool to help families carve out quality time and learn to connect with one another.

## Life Skill Learning Opportunities

- Taking turns, being fair
- Positive communication at all times – self control
- Following the rules
- Estimation of probability – risk taking
- Dice will dictate an outcome – decision making
- Logical thinking
- Money management, math, reading
- Social skills, respect for property
- Learn to be gracious winners and gracious losers, self-control in disappointment, managing frustration, and no bragging or put-downs