Use three of these to inspire your memory

present

inspire y	your men	nory	hate
gate	hat	lying	dirt
caught	thanks	play	desk
sword	dog	vase	frame
animal	beach	watch	land
storm	winter	jewel	desperate
green	pool	glow	car
leaves	dance	brother	mall
library	sack	school	cry
loan	true	black	phone
cringe	сир	smell	toy
sister	ghost	click	dry
flight	white	lemon	flag
rain	glass	break	vacation
wet	low	scream	tent
door	face	love	cabin
kiss	holiday	umbrella	lost
tree	arrive	bike	window
tune	song	blue	diary
ear	heavy	sun	red
wind	dessert	whistle	instrument
pocket	number	lock	fire
creature	cave	home	knife
pen	light	book	have
flicker	shell	voice	young
happy	mug	writing	hungry
food	cat	grass	wall
curtain	fence	cloak	stable
boat	fish	sea	broken
wood	smoke	vegetable	shadow



Memory ball is a game for 2 to 5 players. We create the core memories of our person, then explore the emotions they feel and hope that shapes who they become and what happens in their life in a result. But which memory will emerge as the one that defines our Person most, and what will that make them?

Players: 2-5

Time: 1 hour

Creativity

Emotions

Serious

Notes

This game is by Epistolary Richard and was inspired by the Pixar movie *Inside Out*. The front cover is a visualisation of the eight basic emotions theorised by Robert Plutchik and is public domain. The *Generations woman* pictures are copyright Lyudmyla Kharlamova and used under licence.

Before you begin

Get five different colour pens and print out several blank memory balls. We'll need two for each person who'll play. Write three inspiration words at the top of each.

Choose five emotions; these will be our person's core emotions. Assign one colour pen to each.

Finally, name our person.



Stage One – New memories

We each create a new memory by taking a blank memory ball sheet and filling in the event. Use the suggestion words on the memory ball to inspire you.

We add one of the emotions (using the correct colour) along with why the event makes us feel that way.

Stage Four – My life as a result

We each pick one of the existing memories we find interesting and we complete the next line below one of the 'kind of person' lines 'As a result, when I grew up I...'

We choose a different memory and add a new 'This helped make me the kind of person who...' beneath an emotion.

We then choose a different memory and add another emotion.

If we have four or more memories then we agree on two that we find less interesting and place them in long term storage.



Stage Two – More new memories

We each create another new memory by taking a blank memory ball and filling in the event and then one of the emotions along with why the event makes us feel that way.

Stage Five – My life continues

We follow Stage Four again, but this time we place all memories in long term storage apart from one. This is the memory that most makes our person who they are.

The lesson of Sadness

Though some emotions sound "negative" and some "positive" all of them serve a purpose. Fear can cripple us or keep us safe, sadness signals others to help us, anger can lead us to be destructive or to stand up for what we think is right. Remembering this will help vary how the same emotions can be applied in different ways.



Stage Three – Me as a person

We each pick one of the existing memories we find interesting and we complete the line below one of the emotions 'This helped make me the kind of person who...'

We then add another emotion to that same memory as our memories become more complex.

Finally, we place any of the memories that no one added to this stage in long term storage. We don't use them again.

Stage Six – Accepting myself

We have one memory ball left. Taking turns, we fill in all the remaining blank spaces apart from the bottom line.

Part of growing up is recognising our flaws; that we don't always act the way we wish we did.

We now fill in the bottom line under each emotion 'Now I'm older, I accept that I...' by adding one of our person's flaws and what they do to stop it hurting others.





Write 3 words to inspire the central event here

Part of this memory makes me feel	Detail the central event of the core memory below	Part of this memory makes me feel
Because	Stages 1 & 2 only	Because
Stages 1 to 5		Stages 1 to 5
This helped make me the kind of person who		This helped make me the kind of person who
Stage 3 to 5		Stage 3 to 5
As a result, when I grew up I Stage 4 to 5	When you add a new emotion to the memory ball, colour part of it in	As a result, when I grew up I Stage 4 to 5
Now I'm older, I accept that I	using the colour of the emotion	Now I'm older, I accept that I
Stage 6 only		Stage 6 only
Part of this memory makes me feel	Part of this memory makes me feel	Part of this memory makes me feel
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feel	feel	feel
feel Because	feel Because	feel Because
feel Because Stages 1 to 5 This helped make me the kind	feel Because Stages 1 to 5 This helped make me the kind	feel Because Stages 1 to 5 This helped make me the kind
feel Because Stages 1 to 5 This helped make me the kind of person who Stage 3 to 5 As a result, when I grew up I	feel Because Stages 1 to 5 This helped make me the kind of person who Stage 3 to 5 As a result, when I grew up I	feel Because Stages 1 to 5 This helped make me the kind of person who Stage 3 to 5 As a result, when I grew up I
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