

The Brain Architecture Game

Michigan Home Visiting Conference

August 2016



Materials:

- Straws
- Pipe Cleaners
- Weights
- Dice
- Life Experience Cards
- Life Journal
- Game Rule Book

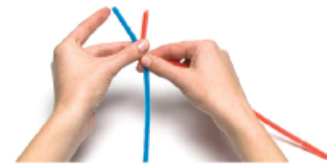
Build Your Foundation



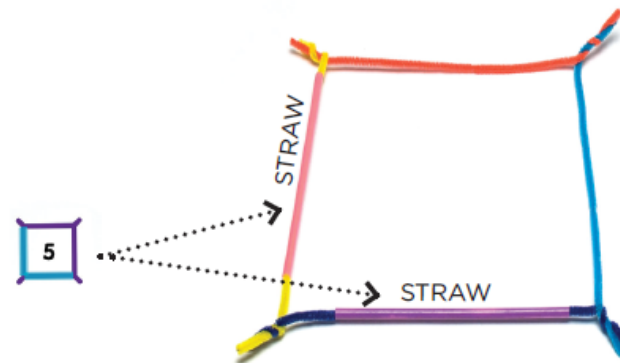
1 Roll the die to determine your base. This is your **genetic lottery**.



2 Circle the corresponding base drawing on your **Life Journal**.



3 Construct the shape that corresponds to the number you rolled.



Social Support



1

Roll the die to determine the number of straws you receive from the **social support lottery**.



2

Take as many straws as the number on your die.



3

Record the number of social supports you received in the **Life Journal**.

Your First Life Experience

3 YOUR FIRST LIFE EXPERIENCE

The deck of **Life Experience Cards** contains seven (7) cards for each year of life.

Each card determines what type of building materials you will take to attach to your brain.



1 To begin, draw one card at random from YEAR 1 and read the card.



2 Record the Life Experience Card and the stress type on your Life Journal.

WHAT DOES THIS ALL MEAN?



this experience was **positive** for development



WHAT DO I BUILD WITH?

take one pipe cleaner and thread it through one straw



this experience has resulted in **toxic** stress



take one pipe cleaner



this experience has resulted in **tolerable** stress



If this is your first card in the first year, roll the die.

What did you get?

2,4,6 = pipe cleaner + straw
1,3,5 = pipe cleaner only



VERY IMPORTANT!

Rolling the die for **tolerable** stress applies **ONLY** if:
a) this is your first card
OR
b) if you have received an equal number of positive and toxic stress cards in later years.

Pay close attention to this rule!

Building Years 1-5



Continue building years 1-5 and record progress in the Life Journal.

Draw 2 more cards from Year 1, one at a time. Attach all the building materials from Year 1 before going to Year 2.

For each year that follows, draw a total of 3 cards at random within the year, one card at a time.

At no point should you detach pipe cleaners and remodel your brain...

Building rules for life experiences:



POSITIVE

Take one pipe cleaner and take one straw; insert pipe cleaner in straw. Attach to your brain.



TOLERABLE

Count the number of positive and toxic stress events in your Life Journal. Take building materials for the type of experience your brain has experienced the most so far. Attach to your brain.



TOXIC

Take only a pipe cleaner and attach to your brain. If you received straws at the beginning of the game, you may use them to reinforce a pipe cleaner at any time.



HINT: All pipe cleaners must be attached at both ends at the end of each year before drawing cards from the next year. They must form closed spaces.



Building Years 6-8

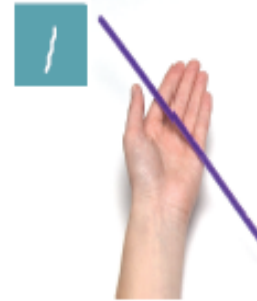


RULES CHANGE!

No more straws can be earned in this phase of the game and you may get weights that could collapse your structure.

Record progress in the **Life Journal**.

Building rules for life experiences:



POSITIVE

Take one pipe cleaner and attach it anywhere, still making closed spaces.



TOXIC

Hang a weight from the tallest part of your structure.



TOLERABLE

Count the number of positive and toxic stress events in your **Life Journal**. Take building materials for the type of experience your brain has experienced the most so far. Attach to your brain.

The game is finished at the end of year 8, or when your structure collapses, whichever comes first...



The Brain Architecture Game

- Developed by:
 - Creative Media & Behavioral Health Center @ University of Southern California
 - Center on the Developing Child @ Harvard University
 - Clinical & Translational Science Institute @ University of Pittsburgh
 - FrameWorks Institute
- For More Information: www.dev.thebrainarchitecturegame.com

Thank You For Your Time

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