

THIS TUTORIAL HAS BEEN PUT TOGETHER TO SUPPORT YOU IN THE PRINTING AND MOUNTING OF YOUR OASIS GAME.

WE WOULD LIKE TO TAKE THIS MOMENT TO REMIND YOU THAT THE OASIS GAME IS SOMETHING VERY PRECIOUS FOR ELOS. OUR TEAM DEVELOPED THE GAME WITH A LOT OF LOVE AND CARE AND DECIDED TO SHARE IT WITH THE WORLD SO THAT ITS POSITIVE IMPACT COULD BE AMPLIFIED.

IT IS OUR HOPE THAT EACH PERSON WHO COMES INTO CONTACT WITH THE OASIS GAME KNOWS AND RECOGNIZES ITS AUTHORSHIP AND RESPECTS THE RULES OF THE USE OF THE GAME, WHICH IS LICENSED BY CREATIVE COMMONS: ATTRIBUTION, NON-COMERCIAL USE, NO DERIVITAVE WORKS.

YOU WILL BE PRINTING THE PIECES OF THE OASIS GAME, AND WE TRUST THAT, AMONG OTHER THINGS, YOU WILL PAY ATTENTION TO THE FOLLOWING:

- WHENEVER APPLYING THE GAME, RECOGNIZE ITS AUTHORSHIP, INSERTING THE INSTITUTO ELOS LOGO BELOW THE SUBTITLE "METHODOLOGY" INTO ANY PROMOTIONAL MATERIAL (SEE THE IMAGE BELOW);



- INDICATE INSTITUTO ELOS AS THE PLACE TO GO FOR MORE INFORMATION ABOUT THE GAME BY PROVIDING THE INSTITUTO ELOS WEB PAGE (WWW.INSTITUTOELOS.ORG/JOGOOASIS) OR EMAIL ADDRESS (GAMES@INSTITUTOELOS.ORG);
- DO NOT ALTER OR EDIT ANY ELEMENT OF THE GAME, INCLUDING ANY PIECES, PARTS, COLORS, ARTWORK;
- Do not include logos of other organizations on any part or piece of the game;
- DO NOT COMMERCIALIZE THE COMPLETE GAME OR ANY OF ITS PARTS.

The complete guidelines for using the game are available at the link www.institutoelos.org/jogooasis\_regrasdeuso.

IF YOU HAVE ANY QUESTIONS, PLEASE GET IN TOUCH WITH US!

DURING THE OASIS IT IS IMPORTANT THAT THE CHARACTERS ARE EASILY IDENTIFIABLE TO ALL THE GAME PARTICIPANTS.

YOU CAN CHOOSE BETWEEN THREE (03) DIFFERENT OPTIONS TO CREATE THE ACCESSORIES FOR THE CHARACTERS IN YOUR OASIS GAME: JERSEYS, TEE SHIRTS, OR NAMETAGS



THE NUMBER OF ITEMS YOU WILL NEED DEPENDS ON THE NUMBER OF PARTICIPANTS. AN IDEAL NUMBER, DEPENDING ON THE SIZE OF YOUR OASIS, WOULD BE:

- ▼ 2 OR 3 TIME TRAVELERS
- ▼ 4 WELCOMESALL
- V 2 TELLSALL
- ✓ 2 (ALLSALL)
- V 2 PLAYSALOT
- 2 MAKESITHAPPEN
- ✓ 2 KNOWSALOT
- ✓ 4 MAKESITFLAVORFUL
- V 2 HASITALL

#### 4 CULTIVATESDREAMS

TOTAL OF 34 OR 35 JERSEYS, TEE SHIRTS, OR NAME TAGS (DEPENDING ON THE NUMBER OF TIME TRAVELERS IN THE GAME)

CREATIVITY! THE CHOICES YOU MAKE ABOUT THE ACCESSORIES WILL DEPEND ON THIS. IF, FOR EXAMPLE, YOU HAVE SOMEONE WHO SEWS WITHIN THE GROUP, THE JERSEYS MIGHT BE THE BEST SOLUTION. IF YOU ARE ABLE TO GET SOMEONE TO DONATE TEE SHIRTS, DON'T THINK TWICE... USE THAT RESOURCE! MAYBE YOU'VE ALREADY THOUGHT ABOUT YOUR TEAM DESIGNING EVERYTHING BY HAND? OR DO YOU KNOW ANYONE WHO SCREEN PRINTS TEE SHIRTS? FOR THE NAME TAGS, ALL YOU'LL NEED IS BLANK WHITE PAPER AND A PRINTER. IF YOU WANT THEM TO LOOK EVEN MORE POLISHED, YOU CAN LAMINATE THE NAME TAGS!

ONE OF THE TECHNIQUES THAT YOU CAN USE TO DESIGN THE ACCESSORIES IS STENCILING, AND YOU CAN CREATE YOUR OWN STENCIL USING FAIRLY SIMPLE MATERIALS.

#### YOU WILL NEED:

- ▼ A BLACK AND WHITE OR COLOR PRINTER
- ▶ 24 SHEETS OF WHITE A4 SIZE PAPER
- ▼ A SMALL FOAM ROLLER
- ▼ FABRIC PAINT
- ▼ AN OVERHEAD PROJECTOR MARKER (PERMANENT)
- ▼ TEE SHIRTS OR JERSEYS
- ▼ A LARGE PIECE OF CARDBOARD
- ▶ 24 SHEETS OF A3 SIZE CLEAR PLASTIC ACETATE
- **∨** Scissors
- ▼ A SURFACE ADEQUATE FOR CUTTING THE STENCIL FROM THE PLASTIC ACETATE
- **V** TAPE

#### PREPARE THE STENCIL

- 1. PRINT PAGES 01-24 ON WHITE A4 SIZE PAPER.
- 2. THINK ABOUT HOW TO ADAPT THE DESIGN FOR A STENCILING TECHNIQUE. LOOK UP SOME HOW-TO VIDEOS ONLINE.
- 3. USING THE TAPE, AFFIX THE PRINTED DESIGN UNDERNEATH THE PLASTIC ACETATE. USING THE OVERHEAD PROJECTOR MARKER, TRACE THE DESIGN ONTO THE ACETATE, ALREADY MAKING ANY DESIGN ALTERATIONS THAT YOU CHOOSE SO THAT THE DESIGN IS EASILY USED AS A STENCIL.
- 4. CREATE YOUR STENCIL, CUTTING AWAY THE APPROPRIATE AREAS OF THE DESIGN.

TIP: It is easier to cut the plastic acetate if you cut on a slight angle. If need be, you can use the point of a small scissor to cut smaller areas more precisely.

#### PREPARE THE TEE SHIRT OR JERSEY

- $1.\ Place\ cardboard\ inside\ so\ that\ the\ tee\ shirt\ or\ jersey\ is\ stretched\ around\ the\ cardboard.\ This\ is\ to\ prevent\ the\ paint\ from\ bleeding\ through\ to\ the\ other\ side.$
- 2. Position your stencil on the tee shirt or jersey, ensuring that it is centered. Tape it down so that it stays in place.
- 3. PUT A LITTLE BIT OF PAINT ON A SMALL PIECE OF SCRAP CARDBOARD, AND ROLL THE FOAM ROLLER IN THE PAINT TO SPREAD THE PAINT OVER THE ENTIRE ROLLER AND TAKE AWAY ANY EXCESS PAINT THAT MAY DRIP.
- 4. Using the roller, apply the paint over the stencil, ensuring that the paint goes onto the tee shirt or Jersey in the spaces that you cut out. Continue applying the paint until the design has a strong and uniform layer of color. Don't press down too hard!

- 5. CAREFULLY REMOVE THE STENCIL.
- 6. CLEAN THE STENCIL WITH A DAMP CLOTH ON BOTH THE FRONT AND BACK, TAKING CARE NOT TO BREAK IT.
- 7. LET THE JERSEY OR TEE SHIRT DRY FOR 72 HOURS BEFORE WASHING.
- 8. REPEAT THIS PROCESS WITH THE REMAINING JERSEYS OR TEE SHIRTS.

#### **JERSEYS**





The simplest way to identify the characters within the Oasis Game is the name tag.

#### YOU WILL NEED:

- ▼ A COLOR PRINTER
- ▼ 7 SHEETS OF WHITE A4 SIZE PAPER
- ▼ Scissors or a ultility knife
- ▼ A SURFACE SUITABLE FOR CUTTING ON
- ▼ STRING OR RIBBON
- ▼ HOLE PUNCH

#### LET'S GET TO WORK!

- 1. USING A COLOR PRINTER, PRINT PAGES 25-31.
- 2. CUT OUT THE NAME TAGS FOLLOWING THE CIRCULAR FORMAT.
- 3. Punch holes in the top part of the name tag and use string or ribbon to make necklaces.

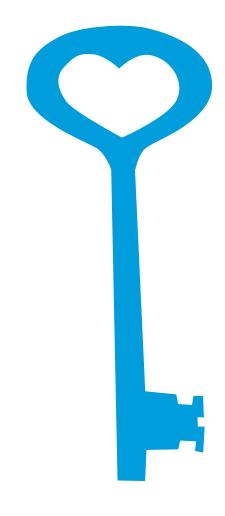


## IN SEARCH OF THE BOOK OF DREAMS



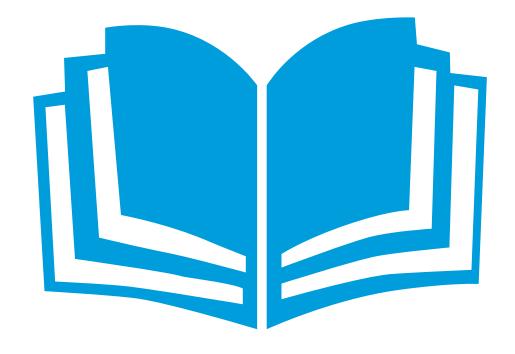
# TRAVELER

# MAKE YOURSEIF AT HOME.



#### WELCOMESALL

# 



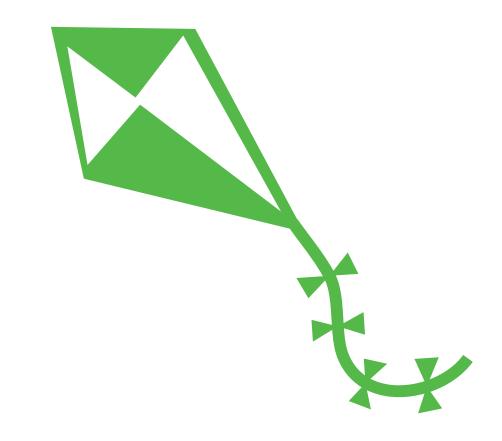
### TELLSALL





## CALLSALL

## ET'S PIAY CHANGE THE-WARD!



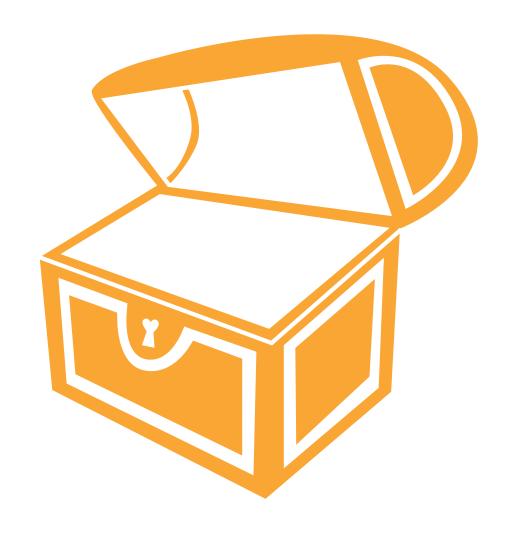
### PLAYSALOT

# ET'S TOGETHER?



## MAKESITHAPPEN

## IN SEARCH OF TALENTS AND RESOURCES!

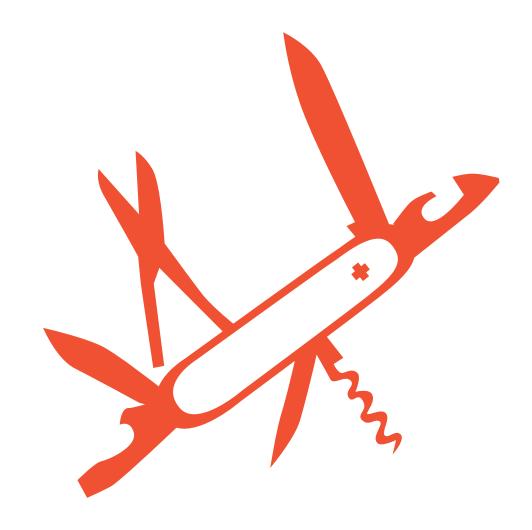


## SEEKSALL



## KNOWSALOT

# TALENT ON THE JOB



#### DESITALL

# FEED THOSE WHO DREAM TOGETHER



#### MAKESITFLAVORFUL

# HAVE WHAI NEE



## HASITALL

## IET'S (ULTIVATE DREAMS?



#### (ULTIVATES) REAMS

