



VALUES SHEET

YEARS 1-4

Value	Description and what it looks like	Ideas you could incorporate into your game design
MĀORI Kaitiakitanga	Guarding our environment. It is about safeguarding the future.	Ensure the grounds / facilities are in the same condition or better as when they arrive. ie pick up rubbish
FIJIAN Veivakabekabei	Praising - the importance of "valuing and nurturing" via positive reinforcement and generating unity	Giving rewards to players at different parts of the game to encourage them
NIUEAN Fakafetuiaiga	The strength of bonds that are between people and the intention to fill the space between each other with good conduct	Create and abide by Code of Conduct that encourage good inter personal behaviour.
TOKELAU Te Kāiga Māopoopo	Absolute unity and purpose to achieve wellbeing for the individual and collective through peace and respect.	A game that you grow food for and feed your community and make sure everyone is feed.
COOK ISLANDS MĀORI Tāueue	Participation	A game that includes everyone present so numbers can be flexible
TONGAN Mamahi'i me'a	One's loyalty, devotion and passion.	Rewards for coming back and playing multiple times
SAMOAN Lotomaulalo	Humility and being open. It can be evident in being teachable	Using learning steps in the fist level of the game to teach the players how to play as they go
NZ PĀKEHĀ Ingenuity	Our fresh perspective and independent thinking creates an environment where innovation and ingenuity prosper.	Have an open world game where tasks can be completed in a variety of ways.

OTHER IDEAS

Here are a few ideas of other values you could put into your game:

Acceptance

Adaptability

Amusement

Calm

Creativity

Efficiency

Enjoyment

Enthusiasm

Equality

Fun

Generosity

Happiness

Honesty

Imagination

Kindness

Knowledge

Learning

Luck

Patience

Recognition

Responsibility

Sharing

Silence

Surprise

Teamwork

Trust

Uniqueness

Wonder

