

AG Rag, The AGLoA Newsletter

AGLoA, Inc.
R. Lawrence Liss, Director
5432 Hibiscus Road,
Jupiter, Florida 33458



1993

What is AGLoA, Inc. ? Academic Games Leagues of America, Inc., is a non-profit, educational organization dedicated to providing a series of academic competitions for students throughout the nation. AGLoA has chosen a selection of published and non-published game formats and developed a set of Tournament Rules which are reviewed and modified each year at the National Tournament. The purpose of the AGLoA is three-fold:

- 1) Challenge students in a competitive environment to learn as much as possible about school subject matter. Use that knowledge in a creative manner.
- 2) Have fun and enjoy the interaction with fellow competitors. Experience comradery and develop friendships.
- 3) Provide recognition for the outstanding students who compete academically, in much the same way that outstanding athletes are recognized.

SHAMELESS PLUG !!

We hope that all Sponsors have received the updated ORDERS FORM from Brother Neal and are planning to take advantage of some of those excellent educational tools. The EQUATIONS and ON-SETS materials are time tested and true. Many of us could point to dramatic improvements in the play of our students after using those worksheets. And now, in addition, Neal has included worksheets on PROPAGANDA and PRESIDENTS. What better way to prepare for upcoming tournaments ! If you did not receive the ORDER FORMS, drop the good Brother a note.

Brother Neal Golden
Brother Martin High School
4401 Elysian Fields Ave.
New Orleans, La. 70122

AGLoA Board of Directors

At the first Board Meeting of AGLoA at the Kissimmee Tournament in April of 1992, a representative group of educators became your leaders. Each region of the nation will vote to elect their representative for the 1993-94 season. In order to vote, a person must be a member of AGLoA, Inc. To become a member, simply fill out a Membership Enrollment form and mail it along with \$5 annual dues to the AGLoA office in Jupiter, Florida. You will receive any AGLoA, Inc. newsletters and a copy of the 1992-93 Official Tournament Rules. The Board;

Florida: Nancy Buist, Martin County Jenny Negin, Broward County Diane Seider, Palm Beach County Louisiana: Br. Neal Golden, Orleans Parish Bonnie Burt, Jefferson Parish Paula Hidalgo, New Orleans Schools Michigan: Mike Steigerwald, MLAG Stuart White, MLAG Pennsylvania: Jean Skomra, WPAGL Diane Bowman, Intermediate Unit 4 Chair-Person: Larry Liss. An Executive Committee of Neal Golden, Larry Liss, Jean Skomra and Stuart White was appointed to make day to day decisions between Board meetings.

Senior Division Champions



The New Orleans All-Stars

"I LOVE THIS PLACE..."

488 overjoyed Academic Gamers exploded off busses on Sunday, April 28th, and found much to their amazement a sumptuous Hilton Hotel waiting to serve and entertain them during their four day stay in the Sunshine State. The rooms were ready and clean, the pool was inviting, the food was aplenty, the willing staff which had lots of experience with school groups stood at our beckoning and it all promised to be a fitting conclusion to a rigorous school year of gaming. Sponsors and players from the northern states rejected the notion that the temperature was too cold for a dip in the pool, and upon moving into the rooms, the fantasy of Florida became reality with a plunge. Organization of the tournament was complete far in advance of the arrival of the participants due to computer programs developed by Larry Liss. All players had already been entered in a data bank, awaiting input of their scores; sponsors had been so helpful with providing the names of their teams/players weeks in advance. Even a glitch that occurred the day before the tournament when the screens went down was ironed out. Room assignments were carried out with a minimum of disruption and all agreed that the event's opening moments were indicative of fine things to follow. Teams had traveled for sometimes as long as 24 hours and the stops at entertainment sites on the way to or in the Orlando area were welcome diversions. A survey of players/sponsors found that once in Orlando, the Magic Kingdom was the most popular attraction by a two to one margin over EPCOT or Universal Studios. Yet, the diversity of places on the way to Orlando where Academic Gamers took a respite were varied indeed; Chatanooga Choo Choo, LookOut Mountain, Charleston, S.C., Savannah, Ga., Sea World, Daytona Beach, "South of the Border" in Dillon, S.C. (home of the "most awesome video machines ever") etc... Just getting to the Academic Games site has always proved to be educational for there is great value for teachers and students to share experiences outside of the classroom. When Larry Liss called the group to order at 6 pm on

the first night and gave the formal introduction to "Begin Gaming," the AGLoA National Tournament was off and running.

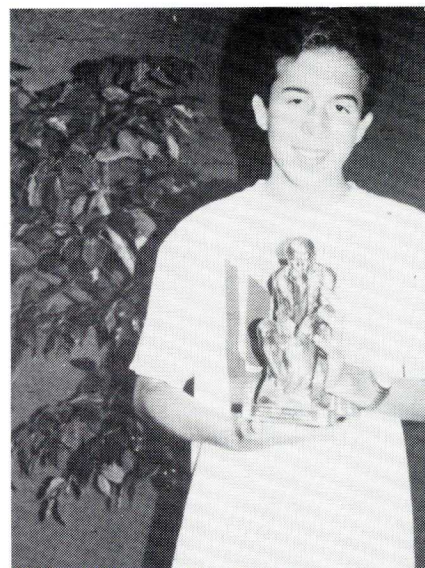
AGLoA Video Has Arrived !!

ACADEMY AWARDS SOON TO FOLLOW...

If the newly created AGLoA video has not come to a theater near you or you may have missed it on MTV, there still is a chance to view it if you contact one of the AGLoA Board members from your area. This year's video effort is a first time affair for the league and it really has turned out pretty well. It is a light look at the 1992 Tournament with an emphasis on student and sponsor reactions. The scenes are primarily around the pool at the Hilton and the producers tried to get a representative cross section of the participants. And even as this first video was in the works, it was clear that next year's shots must include more of the students in the gaming rooms and much more footage of the Awards Ceremonies. The gaming rooms were dark at the Hilton and in order for the video to be well lit it will be necessary to use an artificial light source focused on students while they are playing games. Yes, that will be distracting! But it will be for short periods of time and will give the rest of the world a good look at what occurs during a real match. If you have ideas about making a better tape at next year's tournament, please talk to Stu White from Ann Arbor or Larry Liss.



*Find the Ding-A-Ling in this Picture.
(Hint: There are three.)*



Richard Weaver, Vero Beach

Tournament Announcement

The AGLoA Board of Directors is very proud to announce that the 1993 National Tournament will be held at the Hilton Gateway in Kissimmee, Florida on April 25-28. The Board felt that it was best to return to Florida for 1993 and thereafter to seek new sites in the southeastern part of the country. Reasons for returning to Florida included the warm hospitality of the staff at the Hilton, the proximity to the attractions in Orlando, the familiarity of a site already visited and the lure of a warm Florida site for the northern players. The Board has already done some preliminary investigations into moving the tournament for 1994. Two sites have been visited; a 4-H Center in Washington, D.C., 6 miles from the White House, and a state park in West Virginia. Both were very appealing. The D.C. site has superb living facilities, a first class auditorium and the obvious draw of the capital's environs. The West Virginia park is stunning in its natural beauty with immense gaming rooms. It is located close to Pittsburgh. The Board is determined to take the tournament to various places so that each year continues to be an adventure.

GAMES OF ORLANDO

1992...

This year's AGLOA National Tournament included six cognitive skilled games.

EQUATIONS* (The game of creative mathematics involving the operations of +, —, x, /, *, and $\sqrt{}$) The mathematics at each level is tailored to the grade level. Elementary students are allowed to use only the whole number powers and roots. Middle players work heavily with fractions, decimals and variables. High School students are challenged to use repeating decimals, modular arithmetic, fractional powers and many other Adventurous Variations. Players must react to the moves of their opponents and create new solutions.

ON SETS* (set theory) Similar in format to Equations, the players use set theory concepts including the operations of union, intersection, complement, subtraction and the ideas of null set and universe.

PROPAGANDA* (persuasive techniques) The game involves the competitive analysis of propaganda techniques that are used by politicians, news media, advertisers and others. Over 50 different techniques are explored. Fresh examples from current publications and television are used in the tournaments.

LINGUISHTIK* (grammar and sentence structure) The object is to create words and use them in grammatically correct sentences. Players define the game by their playing of cubes to the mat. Each player must react to the moves of opponents. When a player challenges to win, he/she must (for example) form a word (using only the letters that have been placed onto the mat) that is a verb, and use it in the past tense in a Subject-Verb-Direct Object sentence. All words must be spelled correctly.

WORLD EVENTS & THEME*** ; (current events & a changing resource theme) Two topics are played; all questions have four multiple choice answers. Current Events deal with the major events worldwide during the past two years. Players use their memory of these events to answer. Theme questions allow players to make use of resource books of their choosing or construction. Players must verify their answers in these resources. The theme for 1993 is The American Revolution, 1775-83.

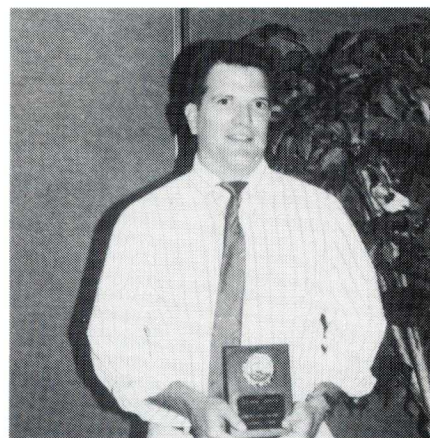
PRESIDENTS*** ; (personal & governmental history of the "42") The game encourages students to learn the history, political

dealings and personalities of the Presidents of the United States. "Questions" are actually a series of three clues as to the identity of the President. Players can answer early for maximum points or later for fewer points.

For the most part, four rounds are played in each of the games during the tournament. Equations, ON-Sets and Linguishtik, play rounds of 35 minutes. Those three games are interactive with players taking turns with each move introducing new elements into the game that all players must follow. Presidents and World Events & Theme consist of about 36 questions in the four rounds where each player is playing against all other players in the tournament, trying to achieve the highest score. Questions/clues are read aloud by a central reader. Players have a limited time to answer. Propaganda consists of about 27 samples. In this game, the players are grouped into fours and they respond to samples read by a central reader. In all games the competitors switch tables after each round, so that they play against and share information with many students. The players are grouped by grade level into four divisions; Elementary (4-6), Middle (7-8), Junior (9-10) and Senior (11-12). Each

team consists of five members, although individuals can compete, and a composite score is used to determine championships in each of the games. Overall awards are given to teams with outstanding scores in all of the games. Teams choose to play one game or all of the games. Rule books may be purchased by writing to the AGLoA.

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** copyright of Allen's Academic Games
*** non-published



David Benson, Palm Beach County

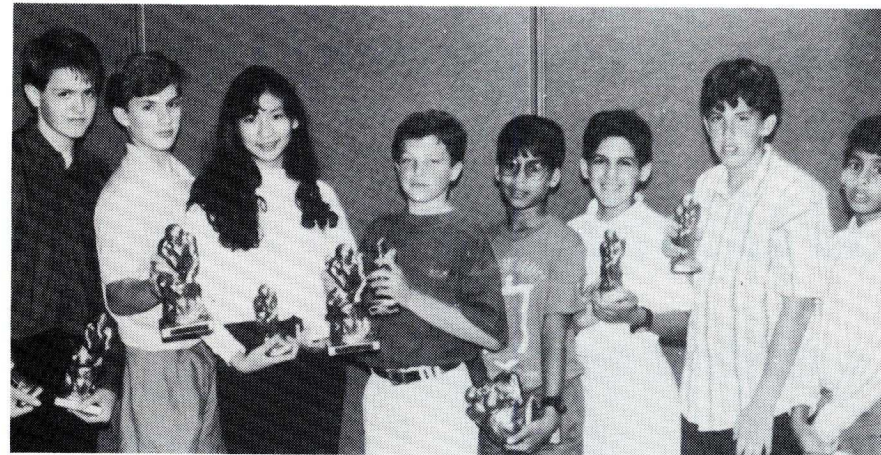
Junior Winners



Jesuit/Franklin (New Orleans)



Elementary Champions: Jefferson Parrish



Middle Equations and LinguisHTIK Champions L Palm Beach County

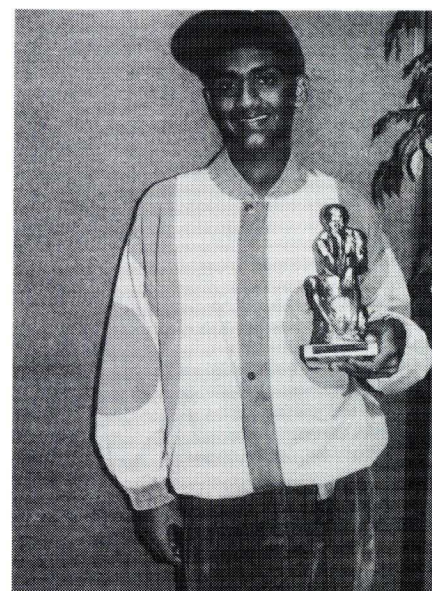


Senior Propaganda Champions: Seneca Valley

Brother/ Sister Act

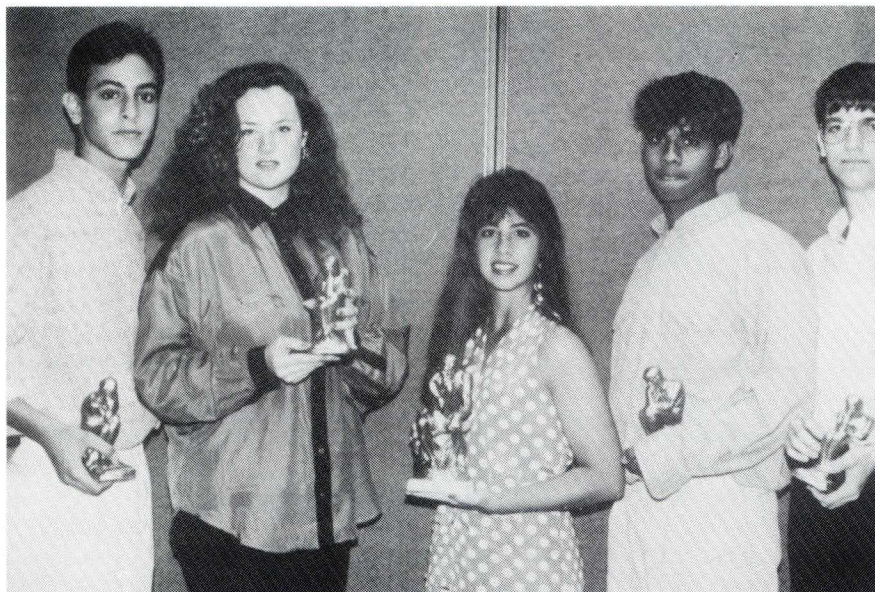


*Sindhu Srinivas, Middle Champion,
Ann Arbor Clague*



*Kiran Srinivas, Senior Champion,
Ann Arbor Huron*

Senior LinguisHTIK Champions



Palm Beach County

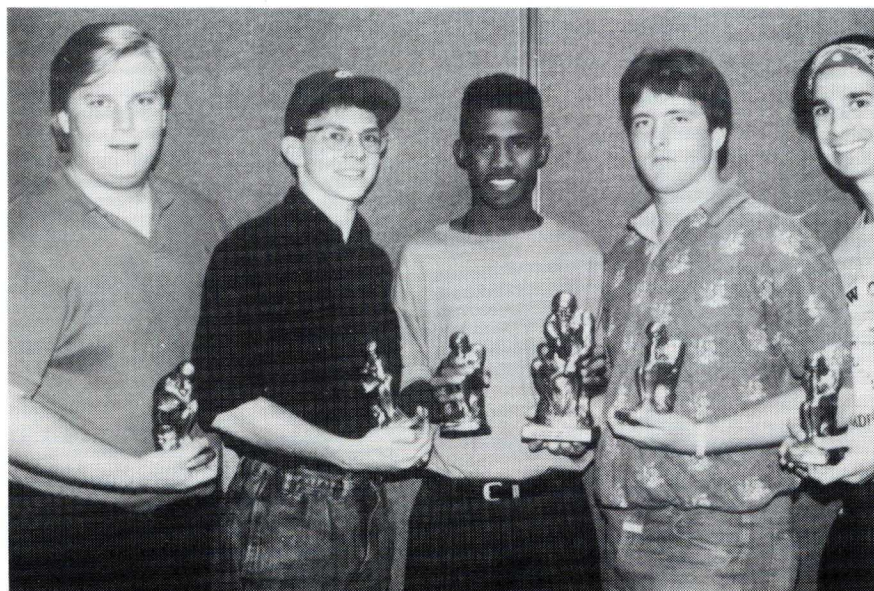
How Does An Academic Games League Get Started ?

A local educational institution (School District) usually sponsors the League. AGLoA, Inc. provides the Official Tournament Rules and sample scoresheets, registration sheets, and other Tournament guidelines. In its first year, a league usually limits itself to one to three games. Typically, they would play EQUATIONS or LINGUISHTIK and one of the question/answer games. For the question/answer games, AGLoA, Inc. provides questions, which may be supplemented by the local league. Several formats for local leagues are played in various parts of the nation. Some leagues meet on Saturdays; others meet one day per week after school. The question/answer games often take one or two meetings at the most. The "cube games" occupy the other meeting times. Most leagues play a tournament format (usually limited to about 8 rounds) in which the highest scorers play against each other as the tournament progresses. This allows the determination of both team and individual championships. However, some leagues play a team against team format, much like a tennis match, in which the number one players from three teams compete, and the number two players from those same teams compete, etc. Again, about 8 rounds usually constitutes a season. Team and individual awards are normally given.

Several states — Michigan, Louisiana, Florida, Pennsylvania — now sponsor State or Regional Tournaments. Players qualify for the National Tournament through their league play or their Regional/State Tournaments. For more information on starting a local Academic Games League, contact:

AGLoA, Inc.
5432 Hibiscus Road,
Jupiter, Florida 33458

The Best at Senior On-Sets



De La Salle (New Orleans)

1992 ACADEMIC GAMES NATIONALS CHAMPIONS			
Outstanding Seniors		Outstanding Teachers	
Richard Weaver	Indian River, FL	David Benson	Palm Beach, FL
Andrew Kirk	Palm Beach, FL	Diane Bowman	Lake View, PA
Art Tontiplaphol	New Orleans, LA	Peggy St. John	New Orleans, LA
Sweepstakes	Teams	Individuals	
Senior:	New Orleans All-Stars	Kiran Srinivas	Ann Arbor, Mi
Junior:	Jesuit-Franklin (NO)	Brian LeRoy	Ann Arbor, Mi
Middle:	McMain (NO)	Sindhu Srinivas	Ann Arbor, Mi
Elementary:	Simply the Best (Jeff)	Chris Trapani	Metarie, LA
SENIOR:	Teams	Individuals	
EQUATIONS:	New Orleans All-Stars	Kiran Srinivas	Ann Arbor, Mi
ON-SETS:	DeLa Salle (NO)	Kiran Srinivas	Ann Arbor, Mi
LinguiSHTIK:	PBC Subjunctive (FL)	Kiran Srinivas, Paul Nelson	Ann Arbor, Mi
PROPAGANDA	Seneca Valley (PA)	John Lambert	New Orleans, LA
PRESIDENTS	Nova High (Broward, FL)	Madhu Srirama	Ann Arbor, Mi
WORLD EVENTS	Perot IV Pharoah (PB, FL)	Madhu Srirama	Ann Arbor, Mi
JUNIOR:	Teams	Individuals	
EQUATIONS:	Jesuit-Franklin (NO)	Brian LeRoy	Ann Arbor, Mi
ON-SETS:	New Orleans All-Stars	Gary Breaux	DeLa Salle (NO)
LinguiSHTIK:	Playing Elementary (AA,Mi)	Ali Khoobehi	Jefferson, LA
PROPAGANDA	Romper Room Rejects (PB, FL)	Phillip Baio	
PRESIDENTS	Jesuit-Franklin (NO)	Rohith Srirama	Ann Arbor, Mi
WORLD EVENTS	Bouncing Czechs (PB, FL)	Rohith Srirama	Ann Arbor, Mi
MIDDLE:	Teams	Individuals	
EQUATIONS:	Palm Beach, Florida	M. Narayanaswamy, N.	Palm Beach, FL
ON-SETS:	McMain (NO, LA)	Fernand P. Creason, D. Allred	McMain, NO
LinguiSHTIK:	Palm Beach, Florida	Rajiv Saigal	McMain, NO
PROPAGANDA	Palm Beach, Florida	Sindhu Srinivas	Ann Arbor, Mi
PRESIDENTS	Palm Beach, Florida	Phillip Creason	Palm Beach, FL
WORLD EVENTS	Palm Beach, Florida	Rick Ellington	Palm Beach, FL
		Tatiana Petrone	Allegheny Valley, PA
ELEMENTARY:	Teams	Individuals	
EQUATIONS:	Hasta La Vista, Baby	Jefferson, LA	
ON-SETS:	Simply The Best	Jefferson, LA	
LinguiSHTIK:	Simply The Best & the Right	Jefferson, LA	
PROPAGANDA	Ones Baby, Uh-Huh! Jefferson, Plague of Perfection (PB, FL) &	Jefferson, LA	
PRESIDENTS	Simply The Best	Jefferson, LA	
WORLD EVENTS	Simply The Best	Jefferson, LA	
	The Thunderbolts	Palm Beach, FL	