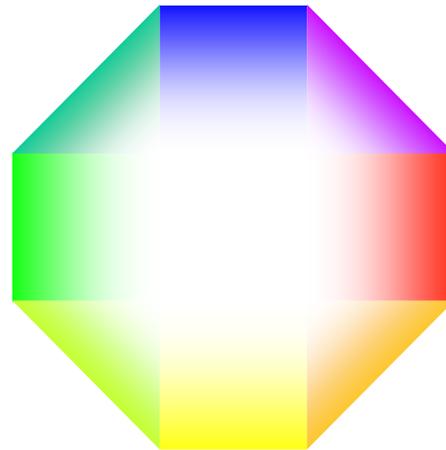


# OKKI STUFF

Octaikon educational resources



OKKI@PLAY

*learning while having fun*

[Introduction and index of games](#)

# OKKI@PLAY - *learning while having fun*

Click this icon >>>  
to return to this index page



This section gives you examples of games that can be played based on the Octaikon.

One way of understanding the Octaikon graphic is by playing games that use the faculties.

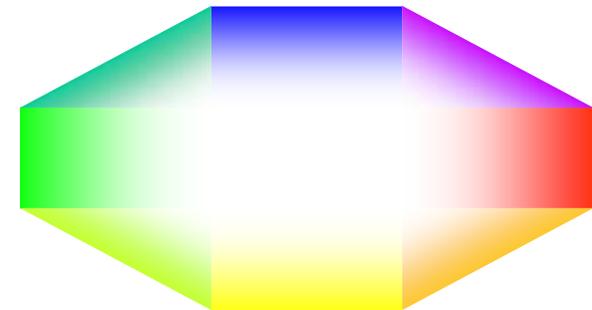
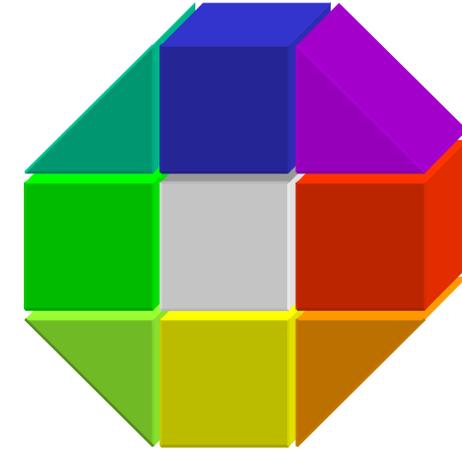
This can start right from toddler age using Okki-blocs to introduce colour, form, and balance

When a child is old enough to understand abstract concepts there are then many ways in which games can be formed and played.

The next pages entitled **OKKI@PLAY:** give some suggestions.

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# OKKI@PLAY: BUILDING BLOCKS

Games for 3 yrs and upwards. Fun for oldies, too!

If a child is too young to understand the meaning of Okki-blocs, or she/he is older, but just can't be bothered with the symbolism, then the blocks can simply be fun for building shapes.

Have a go - here are some ideas.

Okki-blocs with magnets can make even more crazy constructions. Challenge the children to make some special ones. It's a good way of exercising all ten faculties!

See if they can make (using all the nine pieces):

One large square + one rectangle

One large rectangle + small square

One large triangle + one rectangle

One small triangle + one large rectangle

One triangle + one rectangle + one square

Two triangles + one rectangle

Three squares

Four squares

Seven squares

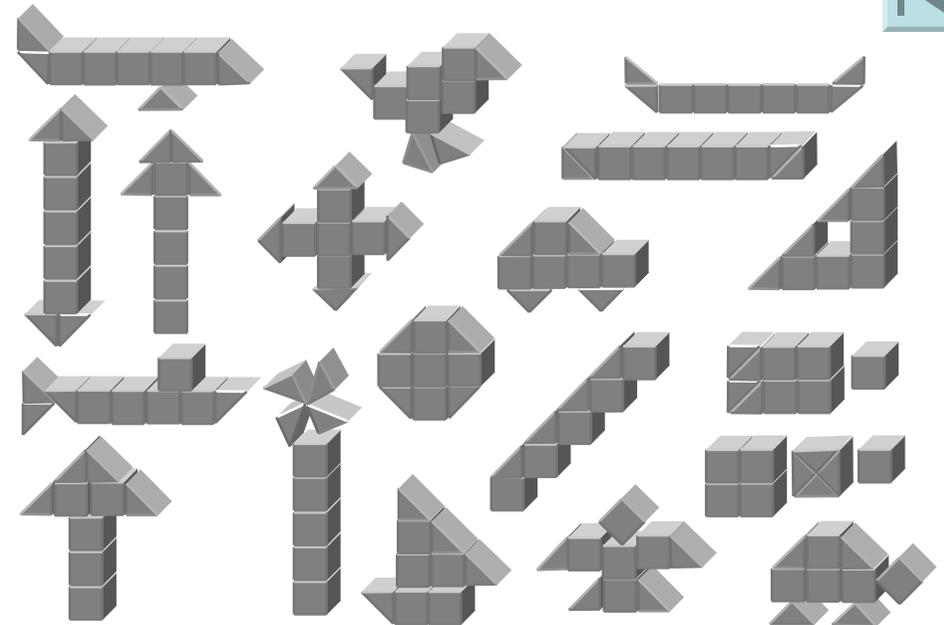
One house with roof

One parallelogram + one square

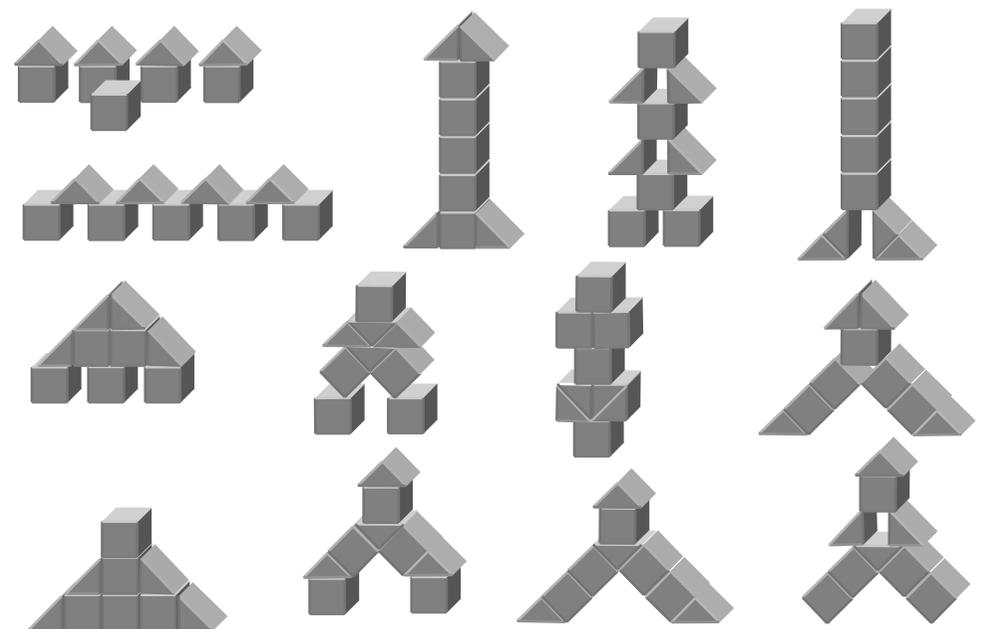
One arrow or conical tree

One cross + one square

Okki-bloc designs (lying flat on a table)



Okki-bloc designs (balanced and built up from a table)



# OKKI@PLAY: FACULTATE!

A game for the whole family.

This game will be good for a range of ages in the holidays.

The idea is to use your four main faculties,  
with everyone having a go.

Modify the rules if you can think of better ones.

Sit around a set of Okki-blocs or an Octaikon.

Each player needs paper and pencil

Number the players 1,2,3,4,5 etc.

## *I-SPY (observation)*

Player 1 spies an object, others guess. Winner gets a point.

## *BRAINSTORM (interpretation)*

All players write down words associated with the object guessed  
(beginning with same letter - in 3 minutes). Compare.

Players may need to justify their association!

Player with most unique words gets a point.

## *MIME (application)*

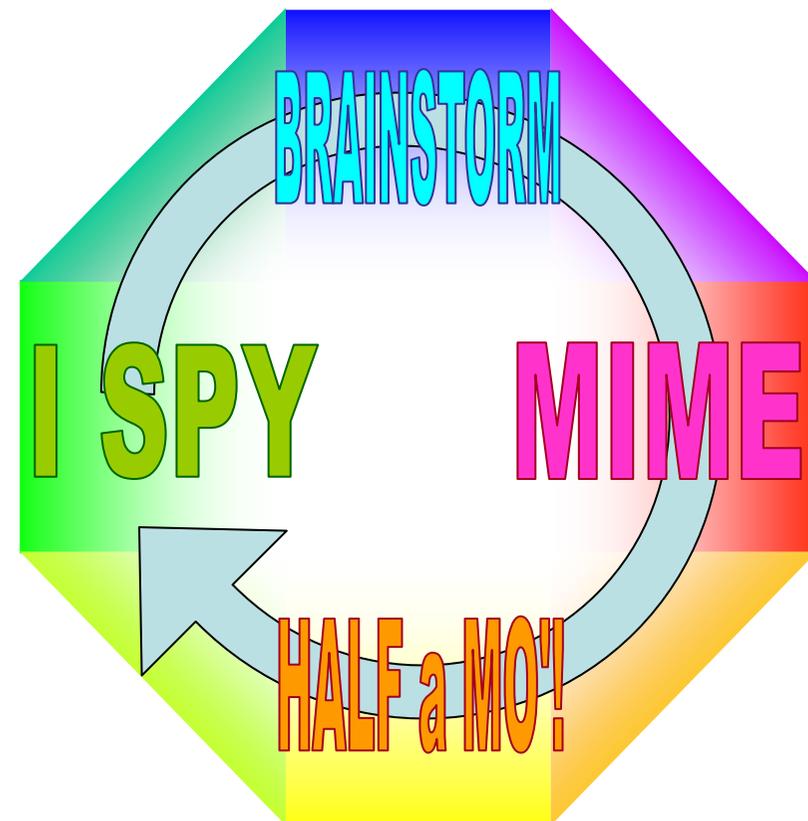
Player 2 secretly chooses a word from any of the listed words,  
and acts it out. Person to guess gets a point.

## *HALF a MO' (expression)*

Player 3 talks for as long as possible about the guessed word  
without repetition, deviation or hesitation (you know the game!)

Point to player who is the correct third challenger.

Start new round with player 2,3 and 4 until all have had a go.



# OKKI@PLAY: EMPATHISE!

An activity for older players, possibly in training courses

This is a good management game, but it can be embarrassing, too, so beware. The idea is to try and appreciate something from another's viewpoint.

A group sits around an A4-sized *Octaikon*. Place an object in the middle.

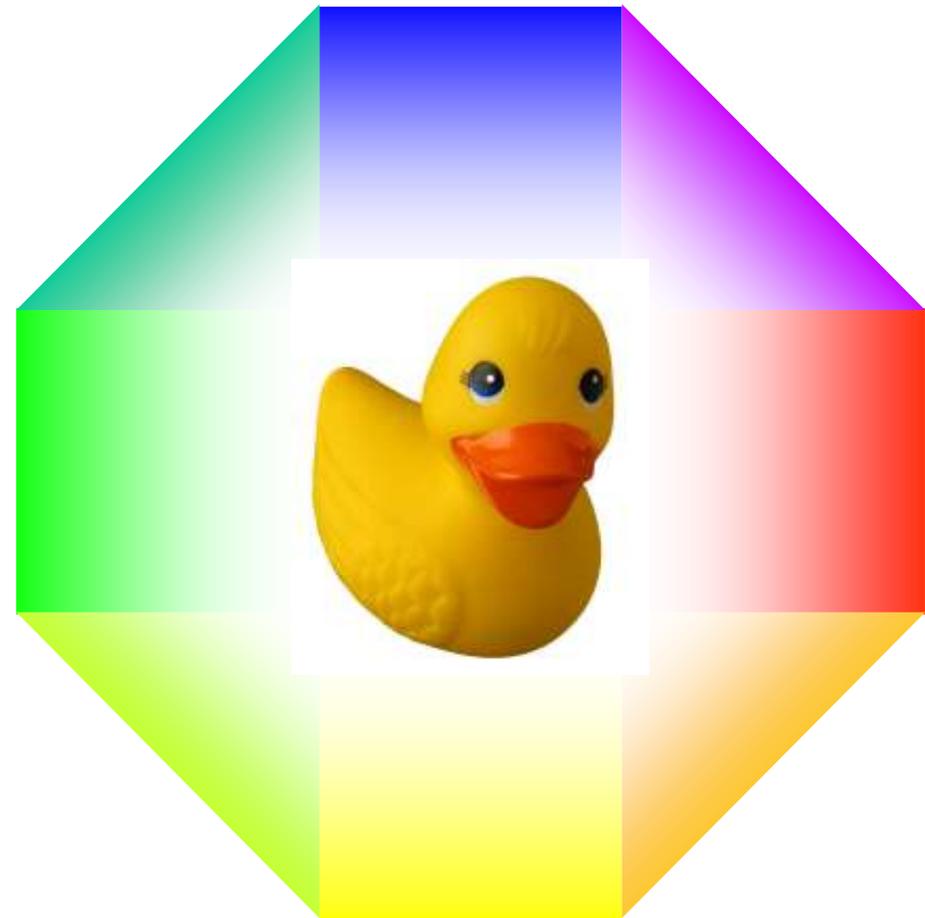
A first volunteer explains what the object means to him/herself according to the four main faculties i.e. how they would **sense** it, **think** about it, **describe** it and might **use** it.

A second volunteer asks the first volunteer to repeat this, but from what he/she thinks is the second volunteer's point of view.

The second volunteer then explains what it really means to him/her. Repeat with a new object and new volunteers.

Discuss responses as you go. People don't need to volunteer.

You don't need to play this too seriously!



# OKKI@PLAY: FACULTY ALPHABET

An activity for younger people, in a school setting.

Here is a game that will help you to explore the meaning of the Octaikon faculties by discovering possible *synonyms* (words that are similar in meaning) and also help to broaden your vocabulary.

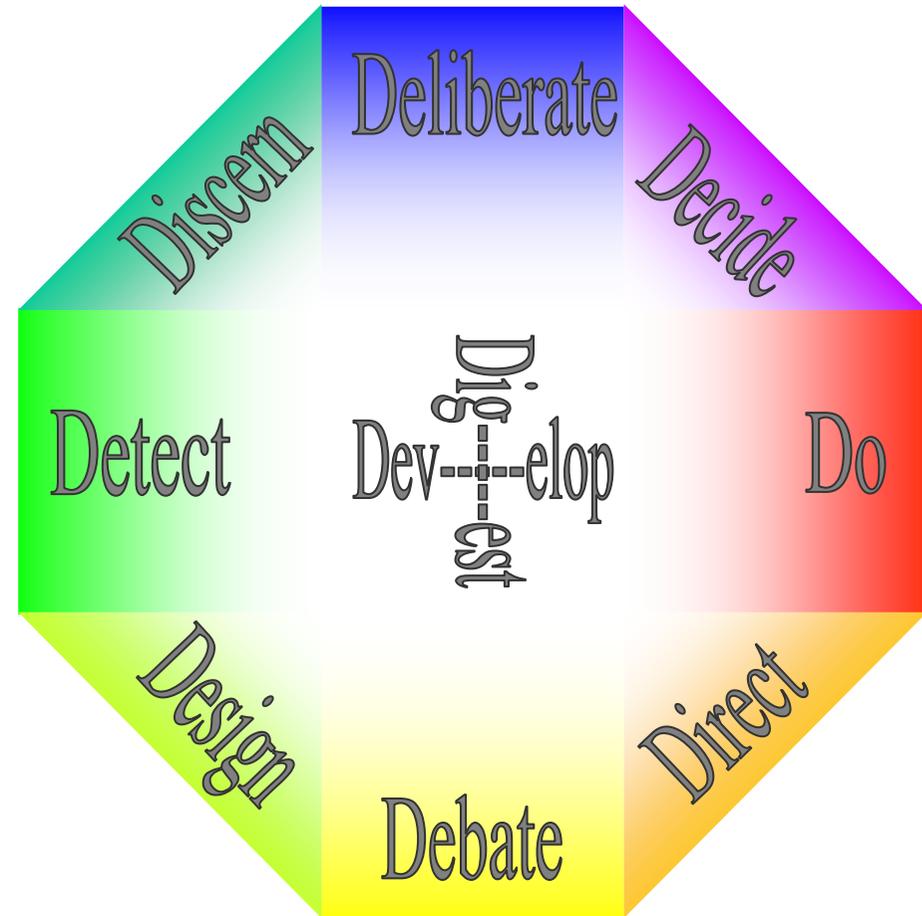
Choose a letter of the alphabet and see how many of each faculty you can describe using a word beginning with that letter.

Opposite is an example using the letter D.

Dr. Okki's Check-up gives you examples of many alternative words if you get stuck.

The words don't have to mean exactly the same as the original words I have used, but you should be able to justify in what way they could describe an aspect of the faculty.

This game can be played in groups with each player discovering suitable words and then comparing them to see who has got the most original or funny ones!



# OKKI@PLAY: REFLECT OR RECALL!

An activity for all ages.

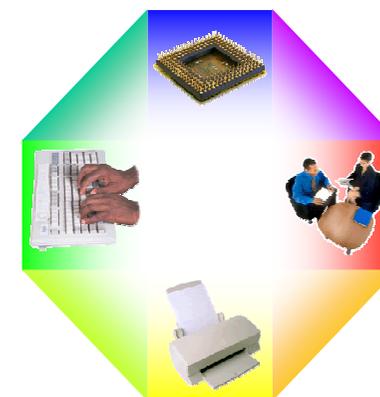
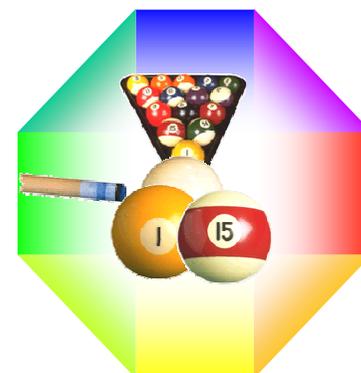
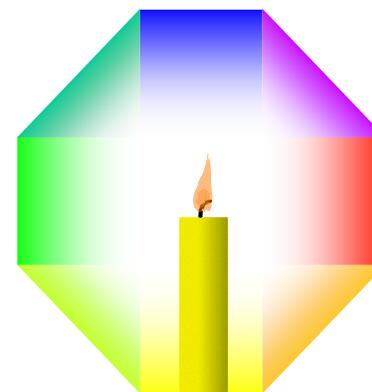
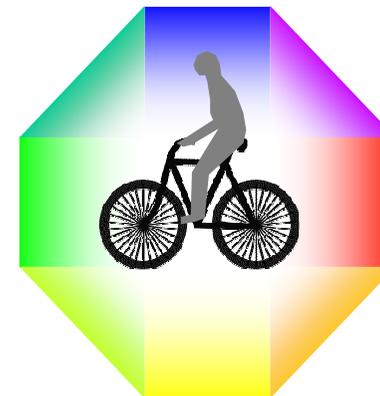
The *Octaikon* can be used to stimulate and share thoughts in general about an object, person, or word as well as ideas. A blank *Octaikon* is put in the middle of a table, and an appropriate word written or object placed or drawn on it, to start off the process of reflection using the ten faculties to guide reflection.

Alternatively, the *Octaikon* can be used to focus on recalling things - using the memory to reminisce.

This can be a fun way to forge friendships, sharing events of particular importance in one's life that relate to one of the ten faculties. e.g.

*amazing sensations we have experienced*  
*stimulating ideas we have had;*  
*times of great emotion or expression;*  
*moments of great decision;*  
*periods of fantastic creativity*  
*or great achievements we have seen or done.*

In this game, there is no need to put anything on the Octaikon. If you are using Okki-blocs, a group member can pick up a block ('hold the stick') that relates to what he or she wants to recall.



# OKKI@PLAY: CROSS and NINE WORD

Two games for all ages

These games are played on a laminated Octaikon using a white board marker pen.

## NINEWORD

This game is based on one called *Trackword* in the Radio Times.

Using an electronic dictionary, the internet or an any old book find a word with nine letters.

Write this onto a laminated Octaikon in such a way that consecutive letters on the nine faculty spaces that are adjacent or touch diagonally.

The player then has to make as many three or more letter words that follow the same rule.

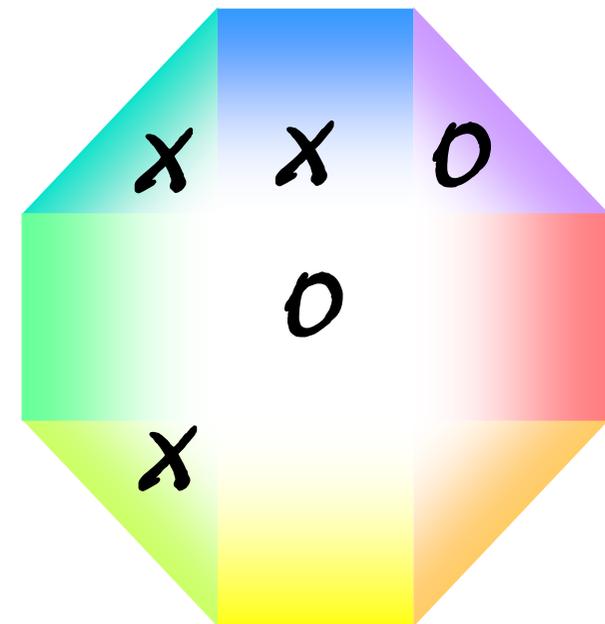
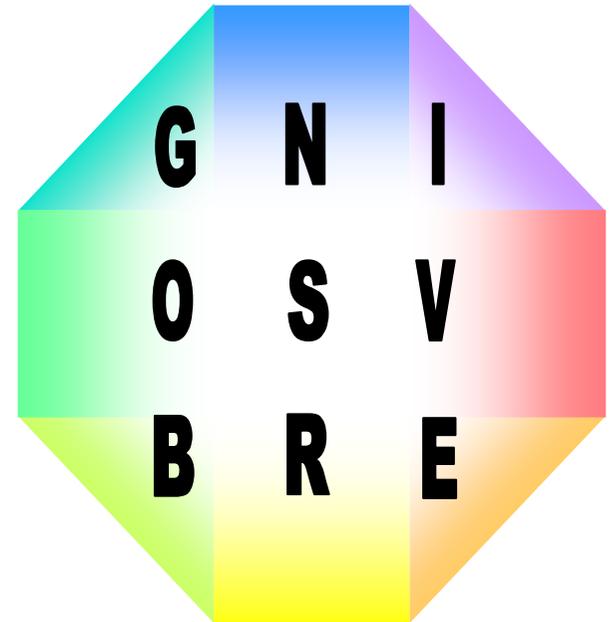
The examples opposite use the word *OBSERVING*.

## NOUGHTS AND CROSSES

You can also use the nine faculty spaces to play this game.

The colours might help you to work out the best winning strategy.

GOB  
GORE  
NOSE  
NOR  
NOB  
SONG  
SORE  
SIGN  
BOG  
BORES  
ORE  
ORB  
OBSERVING



# OKKI@PLAY: BALANCE

An game for the younger folk - but can be made quite scientific!

A good exercise in physical balancing  
is as follows.

Put the Okki-blocs on a tray  
(secured with a rubber band  
or using magnetic blocks),  
and place the white cube diagonally  
on the centre space,  
so that an edge is upwards  
(see illustration).

Previously,  
one edge should have been rounded  
like the curve of a tooth-pick,  
and another like a pencil.  
The rest are with left their original sharpness

Try balancing a rigid ruler  
on the three different edges,  
and note how much easier it is  
to balance on the rounded edges.  
The normal edge is impossible  
if it is very sharp.

The moral of the exercise?  
Sharp edges of our character  
lead to upsets and unbalance  
and the more we have these rubbed off,  
the better balanced we can become.



# OKKI@PLAY: SOULFULL

Activities best moderated by a teacher.

Different things can be put  
in the centre of the Okki-blocs  
to represent different aspects of our soul or goal:

An **egg** can be placed in the middle  
to illustrate the potential future life of our soul  
in ways we cannot imagine.

It's delicate - don't mishandle or it will break!  
Forcing one of the cube blocks inwards will do this.  
Misuse of our body damages our soul.

A **night-light candle** can illustrate how,  
as Christians, the light of Christ in us  
should be allowed to shine forth from our body.  
Don't cover it up because the light will go out!  
(i.e. by placing a piece of tin over the top)

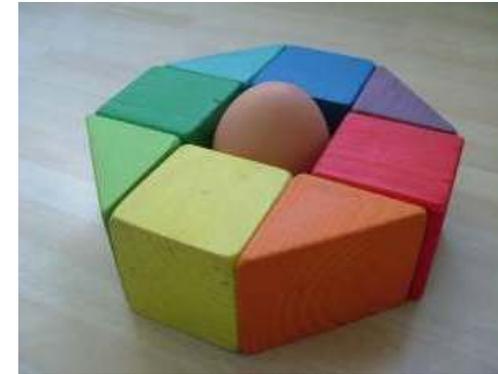
The space can be used to hold **soil**  
and to grow a plant representing  
the good seed in Jesus' parable.

The roots will bind together the soil (soul)  
and keep it intact when the outer (body) blocks  
are removed (die).

This takes some time to illustrate!

Fill the centre up with small **coins**  
to represent someone whose goal is wealth.

Push more coins in until the blocks open up,  
illustrating how love of money can break up relationships.  
Where your treasure is, there is your heart also!



# OKKI@PLAY: FEELIES

Ideas that apply to games and ages.

My vision for the *Octaikon* will not be fulfilled if you are colour blind, or can't think visually, or if you know of someone who likes the idea but has no sight at all.

I don't like to think of the idea being in vain for such people so here are some alternatives.

It could be that you simply don't like the choice of colours, or cannot see the difference between green and red.

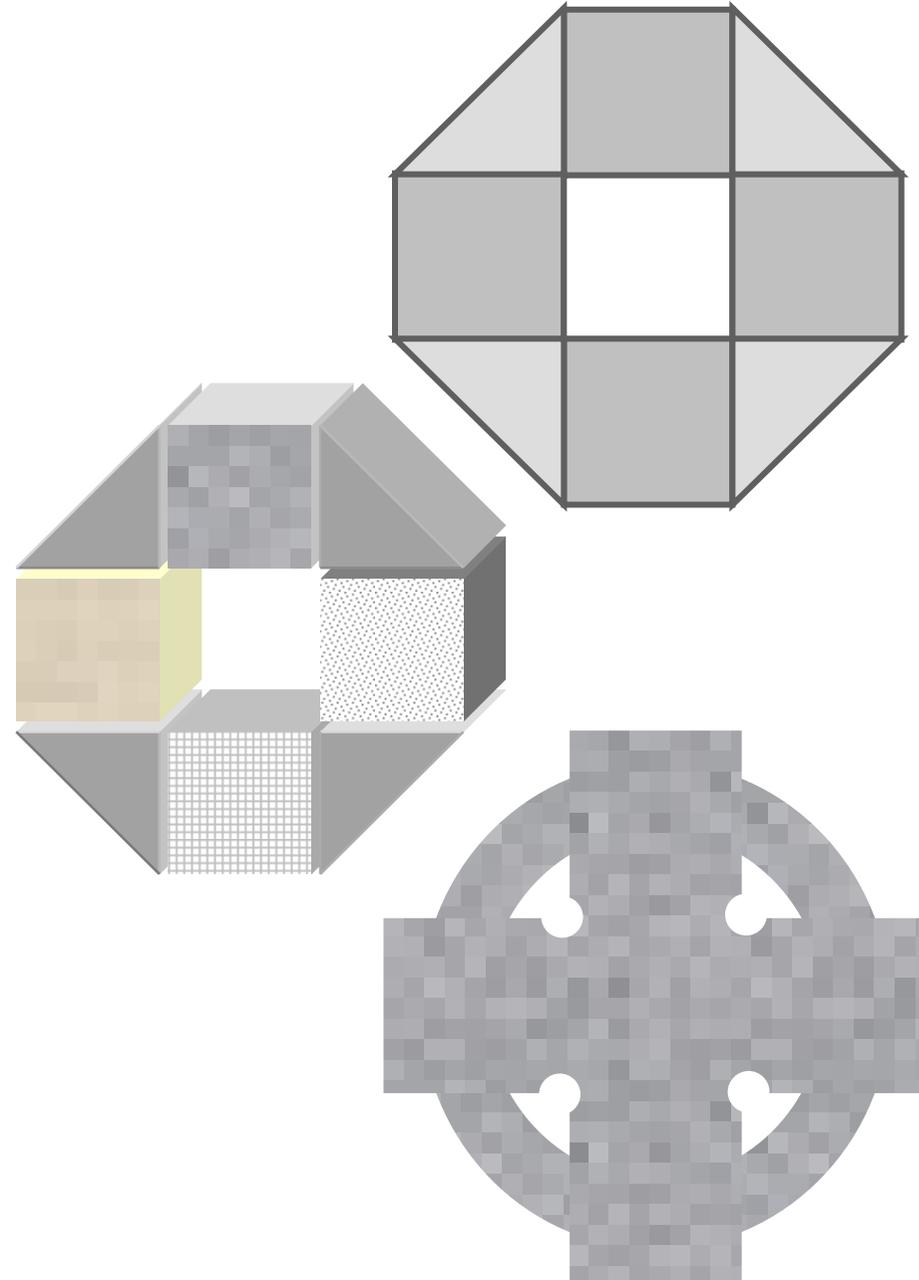
If so, the diagram can be drawn using greys, patterns, or just the outline.

The Okki-blocs could be impregnated with suitable perfumes so you could identify them by smell (e.g. mint, lemon, rose, sage, apple)

Or they can be covered with appropriate textures (e.g. sandpaper, velcro, plastic) so that the user can feel the faculties.

Even if you have got all your faculties, such an *Octaikon* would be fun to try in the dark.

The Celtic Cross mentioned in the Artoc section can form a substitute.



# OKKI@PLAY: GOLF-BALL

An activities for all ages - not as easy as it seems!

In the centre of the Okki-blocs  
(held together with a band or magnets)  
place a golf ball  
marked with a line  
around half the circumference,  
and draw a smiley face  
on the other side.

The ball can represent our soul or goal.

Slide the blocks around on a table,  
and see how the ball  
can be made to rotate and swivel  
without touching it with your hand.  
It's counter - intuitive!

Do this to align  
the reflecting and relating connexions,  
or show the face correctly orientated.

See who is most expert  
at manipulating the ball  
into the right position.

Drop the ball in blindfold  
and move around for a few moments  
to see who gets the face best placed.



# OKKI@PLAY: BALLS-EYE!

Requires a good eye and coordination. You can make it easy or fiendishly difficult!

This game is played with wooden Okki-blocs without the centre block.

The others are either held together with a rubber band or with magnets if these are embedded.

The blocks are supported on a flat surface.

The idea is to drop a ball into the centre "soul" or "goal" space so that it stays there.

Try doing it with:

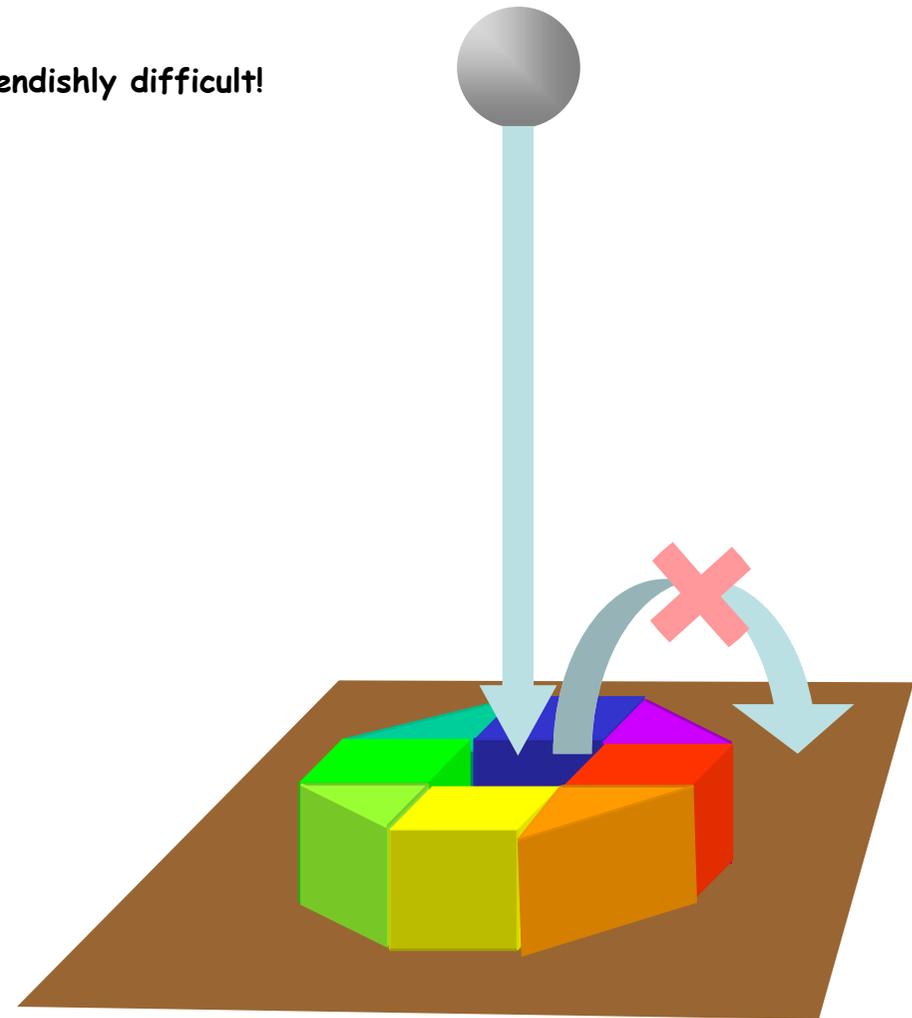
A squash ball; A golf ball; A ping pong ball  
Each has a different weight and bounce.

Experiment using different surfaces  
Soft carpet will deaden the bounce  
Hard wood will give the best bounce.

Start low and continue increasing the height.

Each ball is slightly different in diameter but will fit in a hole made by 23mm square blocks.

The ping pong ball is the most difficult  
If it does go into the hole  
it will probably bounce out!  
The way to get over this  
is to make it slightly hit the side of the hole.  
It then ricochets sideways very fast,  
and then settles into the hole.



The game has a moral!

Achieving our goal in life can be difficult.  
We need to persevere  
and try different approaches.  
Not everything fits.

# OKKI@PLAY: ILLUSIONS

May require the help of a teacher for younger folk.

Here are some visual illusions ...  
... different views of one person  
who is known to  
millions of persons.

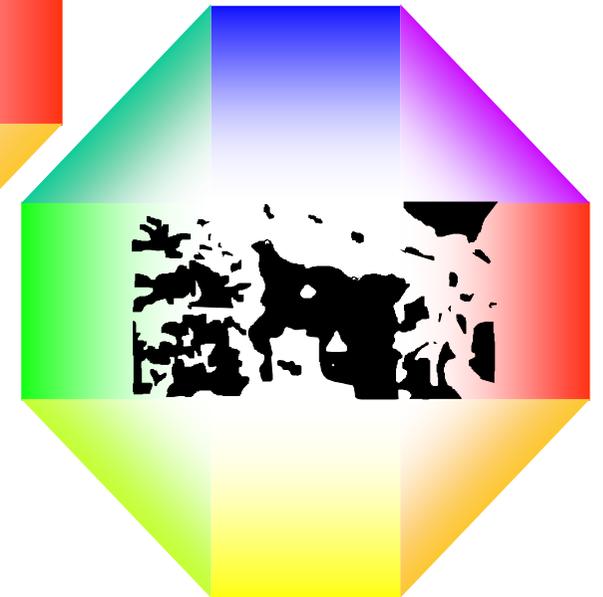
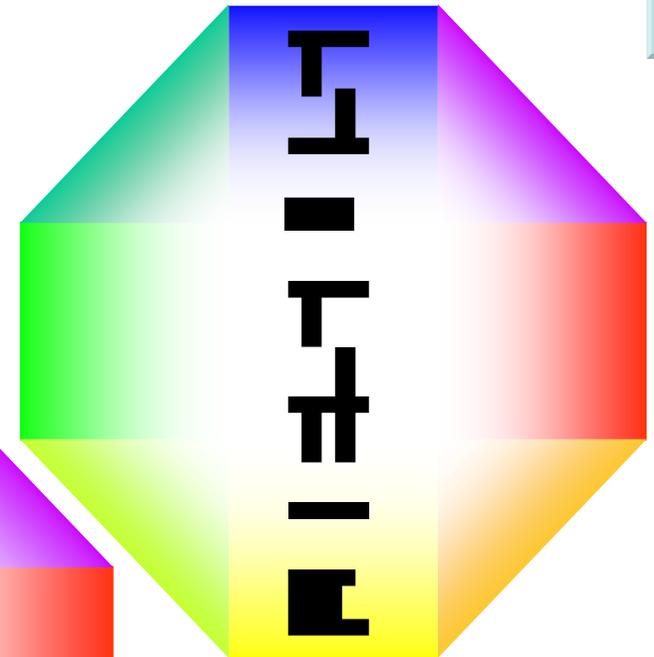
See if you can work out  
how to view them.

Squint,  
close your eyes,  
look away,  
blink,  
turn your head.

The moral?

Sometimes,  
you have to take a  
long, hard look at life  
to make sense of it,  
trying different  
viewpoints.

Often,  
we concentrate  
on the wrong things



# OKKI@PLAY: SLOGANS AND CATCHPHRASES



Try mapping slogans or catchphrases onto the appropriate faculties of the Octaikon.

They could make thoughtful laminated drinks mats  
Here are some examples;

*Walk the talk*  
is a quote from Nelson Mandela.

*Unity out of diversity*  
is an American slogan.

*Preach the Gospel,  
if necessary use words*  
is a quote of St. Francis,  
Hypocrites, take note!

*Liberty, fraternity, equality*  
is a French revolution slogan.  
Did it lead to peace?

The catchphrases  
e.g. *Just do it!*  
could give you an idea  
of your personality.  
Which ones  
ring a bell  
with you?



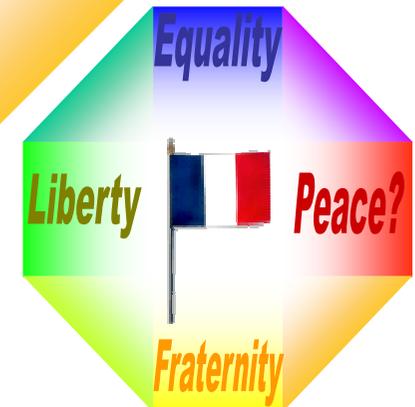
Think about it!  
Use your head!  
Work it out!

Pay attention!  
Listen up!  
Take note!

Believe me!

Just do it!  
Go for it!  
Walk the talk!

Say what you think!  
Speak your mind!  
Express yourself!



# OKKI@PLAY: JIGSAW

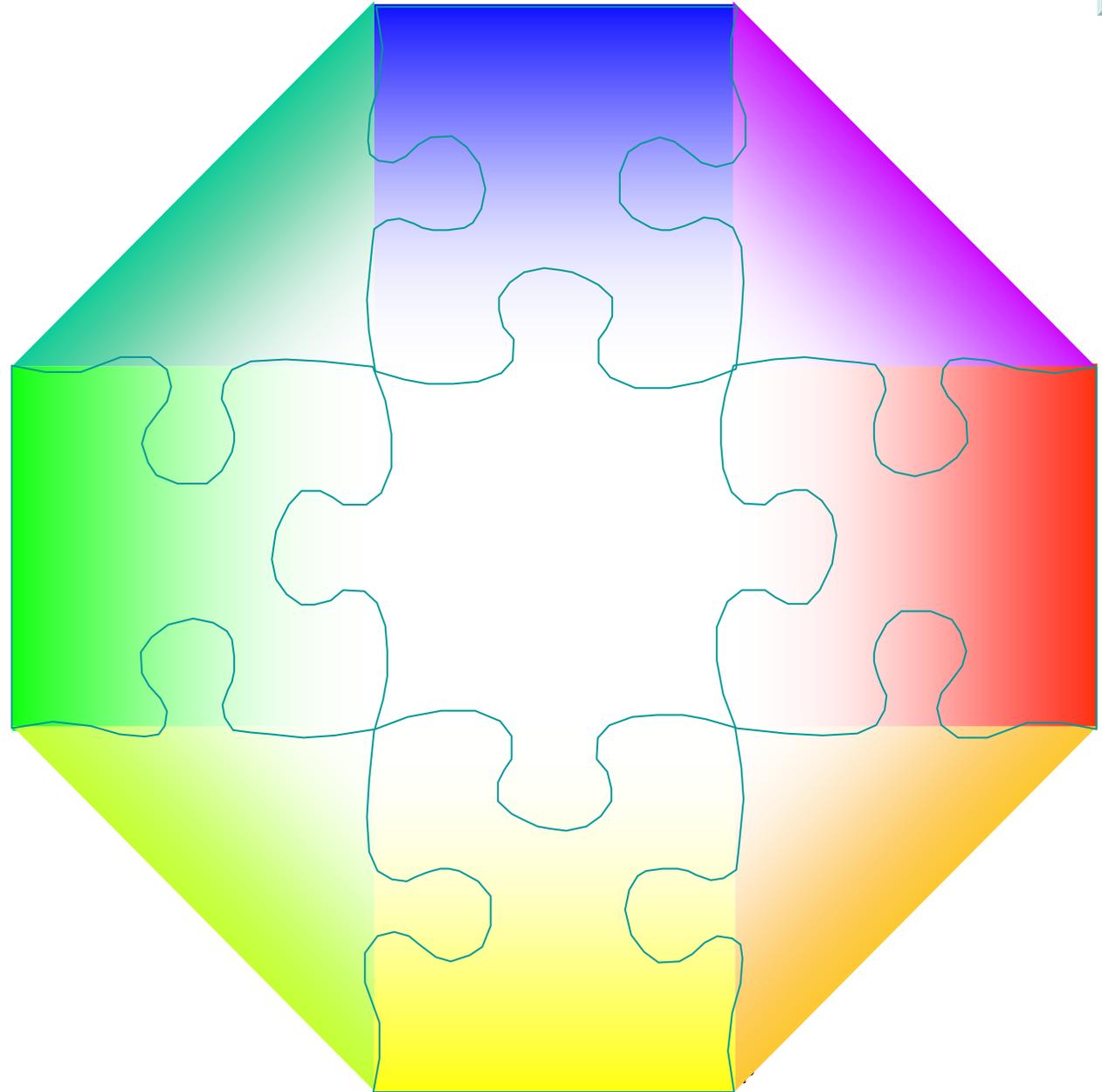
Needs an adult to make the pieces.



Make a very simple jigsaw  
by sticking this Octaikon  
onto a piece of card  
and cutting along  
the blue lines.

Too easy for you?

Try doing it with  
your eyes closed!



# OKKI@PLAY: CAT'S CRADLE

An activity for all ages. Quite therapeutic.

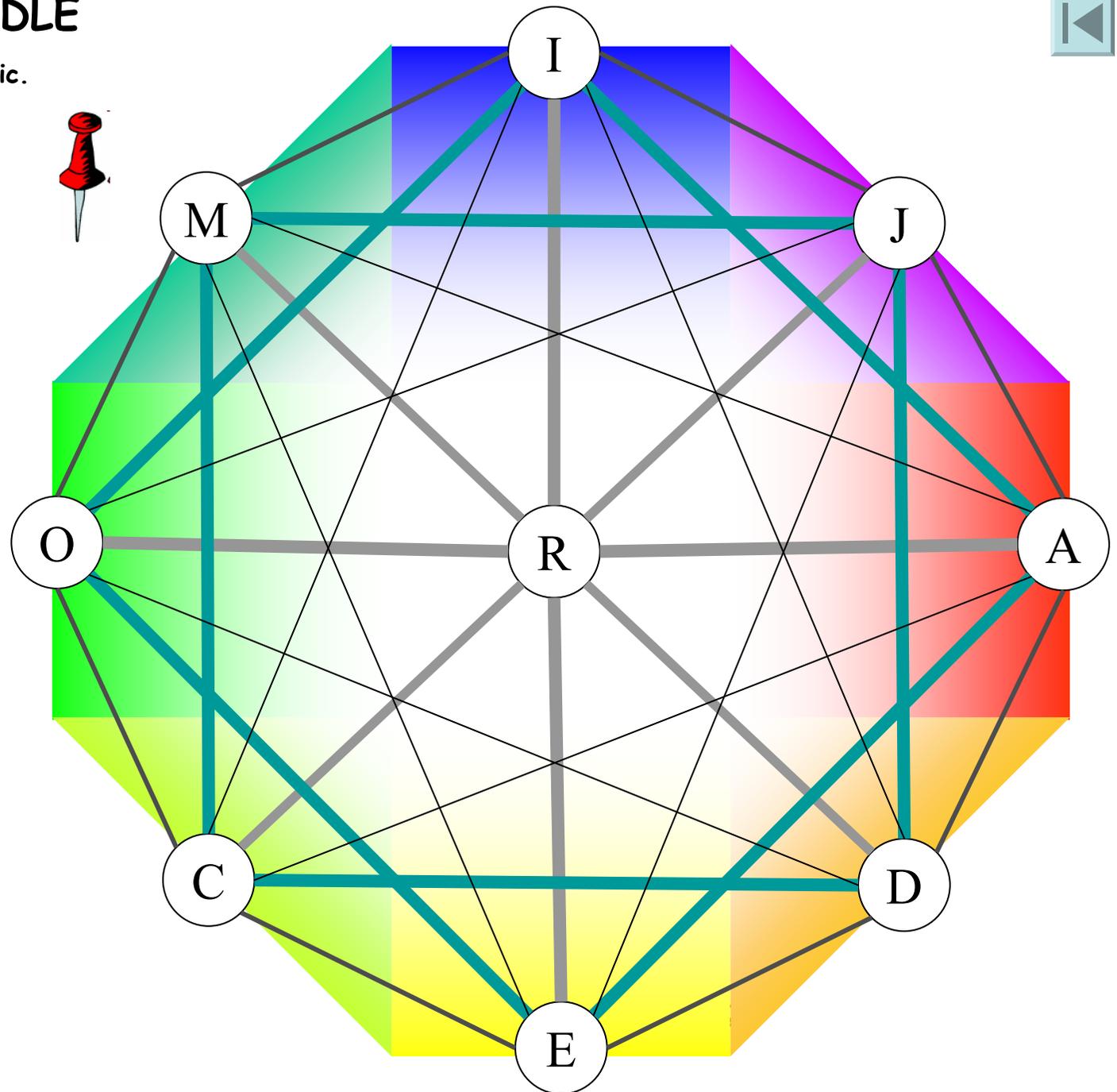
Stick the Octaikon diagram onto a piece of wood then put thumb-tacks into the perimeter and centre as shown.



(1) Join up all the pins, using one rubber band for each pair of pins. How many bands are needed?

(2) Find out what is the minimum number of bands that will connect up all the pins. Each band goes round three pins. Keep to a minimum the number of pins with two bands between them.

Besides making a fun pattern this exercise will help remember the faculties and also emphasise the many ways in which the faculties are connected.



# OKKI@PLAY: CONSCIOUSNESS

This is one way of trying to simplify and visualise advanced concepts

We can use the Okki-blocs to help explain some complex ideas such as Sheldrake's morphogenetic fields and Jung's levels of consciousness.

Place the Okki-blocs over a sheet.  
Grab the sheet within the centre of the Okki-blocs.  
Pull up and outwards as shown.

The sheet can represent morphogenic fields that are both within and without us giving us form and connecting us with all other people.

The sheet can also represent consciousness.

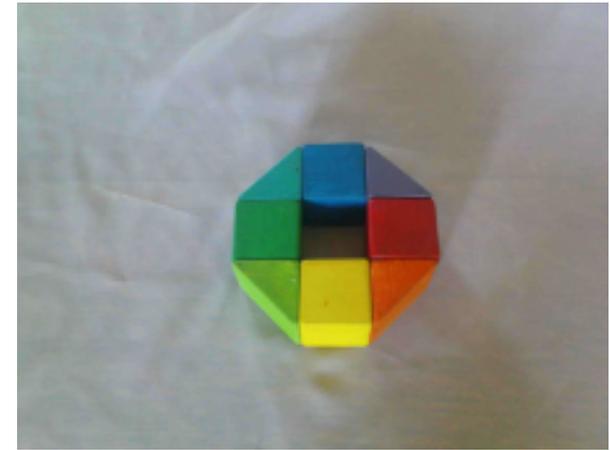
The sheet under the blocs represents our collective unconsciousness linking us all together

(in Eastern tradition it is called Atman).

The sheet within the blocs represents our personal unconsciousness

The sheet poking up above the blocs represents our conscious ego.

What happens to the sheet if we remove the Okki-blocs?



# OKKI@PLAY: TRAVEL-OC

Journeys are a good way to reflect on the Octaikon faculties.

Try spotting or "collecting" things that represent a faculty.  
Here are some suggestions to get you going.

The green verges, bushes, and leafy trees soaking up sun  
all represent the observation or "taking in" faculty.

The fresh green shoots and buds - especially in spring  
represent nature's and our growth and creativity.

Yellow wayside flowers, number plates and florescent jackets  
call out for attention - telling us who or where they are.

The orange direction signs, cones and vehicle indicator lights  
show road users which way to go - or not to go.

Red trucks and cars, warning signs and brake lights  
represent action, what is happening, and when to stop!

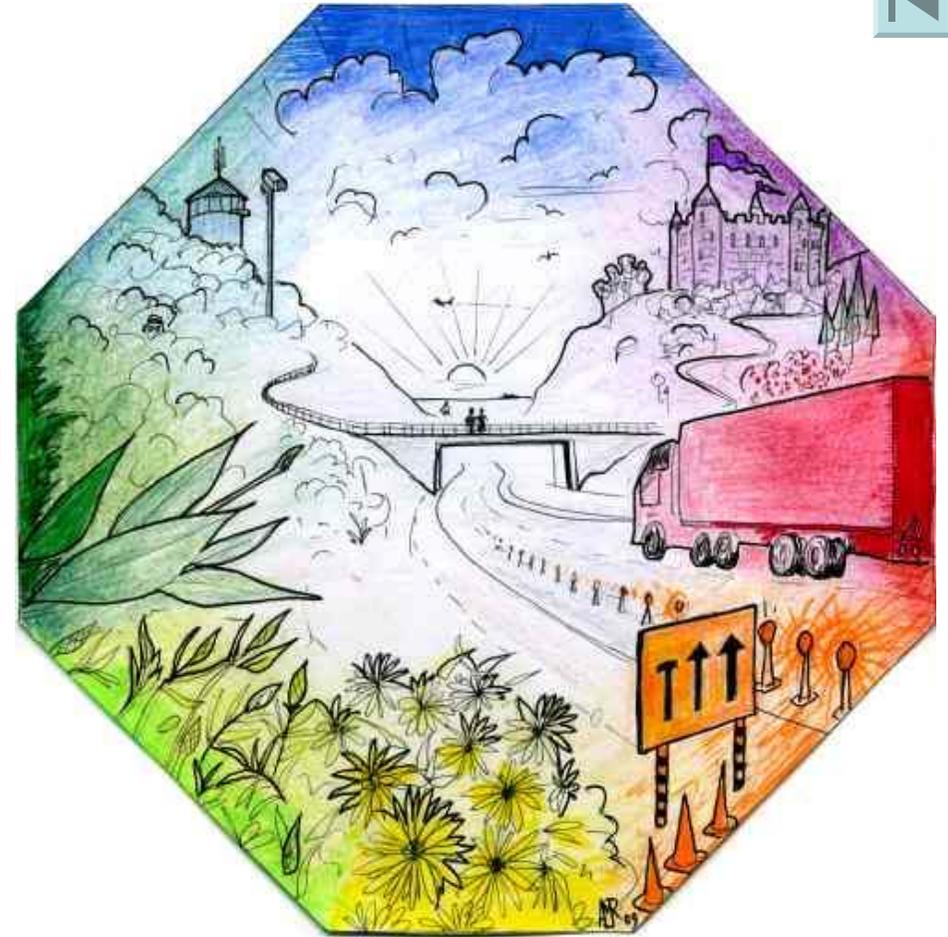
Rules of the road - speed limits, stop signs, lane markings  
represent laws, once made in gloomy castles on purple hills.

The blue sky and clouds above represent our thoughts.  
You may be able to sleep, but the driver must always think.

All those cameras, speed traps and police cars  
that are monitoring us - those are the turquoise faculty.

The horizon disappearing into haze, and glare from the sun,  
are like our inner dialogue and reflections on the journey.

And the road, junctions and bridges, linking us to destinations,  
represent our faculty of relating - leading and following  
to where we want to go.



How many of our journey destinations  
are motivated by "love"?

Love of just driving?

Love of seeing new places?

Love of taking rest and relaxation?

Love of being with family or friend?

What is the goal of your life's journey?