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OUR WORLD

THEN... NOW...

Intro

Then...Now... is a conversation game about how the world keeps changing and the things that never do. Grown-ups share what it was like when they were kids; kids share what it's like today. Everyone discovers something new!

What You Need

- 2 or more players, ideally across different ages.
- A printed deck of cards
- Curiosity

A Quick Note on "Then"

"Then" means whenever the grown-up was a kid. It could be 50 years ago or last year. There's no wrong "then," and everyone's "then" is a little different.

How to Play

1. The oldest player draws a card first.
2. Grown-ups, share what "then" was like for the topic.
3. Kids, share what "now" is like for the topic.
4. Talk It Out! Everyone answers three questions:
   a. What has changed?
   b. What stayed the same?
   c. What do you like better?
5. Bonus question: What might this look like in 20 years?

Then flip to the next topic and keep going. There are no points and no winners. The goal is to swap stories and spot what's changed.

House Rules

- **There are no wrong memories.** Everyone's "Then" and "Now" is their own.
- **No "back in my day" speeches over 30 seconds.** (Kids, you can time them.)
- **Be curious, not critical.** Different is not better or worse. It's just different.
- **Ask follow-up questions.** "What was that like?" is the golden question.



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How We Watch Movies

Then examples: Movie theaters, video rental stores, VHS tapes, waiting for a TV premiere.

Now examples: Streaming, phones, tablets, watch anywhere at any time.

Questions: What changed? What stayed the same? What do you like better?

Next: How might we watch movies in 20 years?

How We Communicate

Then examples: Landline phones, handwritten letters.

Now examples: Texts, video calls, emojis.

Questions: What changed? What stayed the same? What do you like better?

Next: How might we say hello to each other in 20 years?

How We Dress

Then examples: Bell bottoms, neon, flannel, baggy jeans.

Now examples: sweats, sneakers, online shopping.

Questions: What changed? What stayed the same? What do you like better?

Next: What will people wear in 20 years?

How We Listen to Music

Then examples: Records, cassettes, burned CDs, radio, mixtapes.

Now examples: Streaming, playlists, smart speakers, headphones.

Questions: What changed? What stayed the same? What do you like better?

Next: How will we discover new music in 20 years?

How We Take Photos

Then examples: Film cameras, waiting for pictures to be developed, photo albums.

Now examples: Phone cameras, filters, instant sharing, thousands of pictures.

Questions: What changed? What stayed the same? What do you like better?

Next: How will we save our memories in 20 years?

How We Play Games

Then examples: Board games, arcades, early consoles, playground games.

Now examples: Online games, mobile games, VR, watching others play.

Questions: What changed? What stayed the same? What do you like better?

Next: What will game night look like in 20 years?

How We Find Answers

Then examples: Encyclopedias, library trips, asking a grown-up.

Now examples: Search engines, voice assistants, AI.

Questions: What changed? What stayed the same? What do you like better?

Next: How will we answer big questions in 20 years?

How We Get Around

Then examples: Paper maps, pay phones, road trip singalongs.

Now examples: GPS, rideshares, electric cars.

Questions: What changed? What stayed the same? What do you like better?

Next: How might we travel in 20 years?

How We Do School

Then examples: Chalkboards, textbooks, passing notes, library cards.

Now examples: Tablets, online classes, group chats, digital homework.

Questions: What changed? What stayed the same? What do you like better?

Next: What will school look like in 20 years?

How We Get Our Snacks

Then examples: The corner store, the ice cream truck, cafeteria lunch.

Now examples: Delivery apps, grocery pickup, meal kits.

Questions: What changed? What stayed the same? What do you like better?

Next: How might we get snacks in 20 years?

How We Get the News

Then examples: Newspapers, evening news, the radio, a neighbor sharing a story.

Now examples: Phone alerts, electronic media, podcasts, news at any hour.

Questions: What changed? What stayed the same? What do you like better?

Next: How will we share news in 20 years?

How We Read

Then examples: Paper books, library cards, bookmarks, comic books and magazines.

Now examples: E-readers, audiobooks, tablets, online stories.

Questions: What changed? What stayed the same? What do you like better?

Next: How will stories be told in 20 years?

How We Shop

Then examples: Malls, catalogs, saving allowance for a toy, window shopping.

Now examples: Online stores, one-click orders, packages at the door.

Questions: What changed? What stayed the same? What do you like better?

Next: How might we shop in 20 years?

How We Take Vacations

Then examples: Road trips, travel agents, sending postcards home.

Now examples: Booking apps, travel vlogs, video calls with family back home.

Questions: What changed? What stayed the same? What do you like better?

Next: Where might we go on vacation in 20 years?

How We Exercise and Play Outside

Then examples: Riding bikes until dark, playground games, jump rope, pickup sports.

Now examples: Fitness trackers, online workouts, organized leagues.

Questions: What changed? What stayed the same? What do you like better?

Next: How might we play outside in 20 years?