

FOR IMMEDIATE RELEASE

Patrick Vernon OBE launches storytelling board game to celebrate 70 years of the Windrush Generation.

Every Generation Game: Windrush Edition is a storytelling board game designed to keep the experiences and stories of the Windrush Generation alive. It has been created to help families, friends and communities share their heritage, history, identity and culture through the telling of stories.



On 22nd June 2018 we celebrate Windrush Day, marking 70 years since the MV Empire Windrush docked in Britain bringing Caribbean passengers invited to help ease labour shortages following World War 2. This marked the beginning of post war migration in Britain, and they became known as the Windrush Generation.

To celebrate this anniversary, a new storytelling board game, **Every Generation Game: Windrush Edition**, has been launched by Patrick Vernon OBE, family history historian, founder of Every Generation Media and Windrush Generation campaigner, in partnership with educational games specialist Focus Games Ltd.

"I have been campaigning for a national day called Windrush Day and launched the 2018 petition for the Windrush Generation to be recognised as British citizens, and to receive compensation for financial issues and emotional trauma because of the threat of deportation from Britain. I hope that the Windrush Game will raise awareness of the Windrush Generation and also the migration history of Britain which will help ensure that people's stories are shared and remembered." **Patrick Vernon OBE**

As a result of migration and the changing of diversity of Britain, people's personal and family history are interconnected to world and national events. The game is a fun way for everyone, irrespective of age, ethnicity and identity, to learn, share and reminisce about the social, economic and political change in Britain over the last 100 years.

The Every Generation Game: Windrush Edition can also be personalised to feature people's own treasured photos of special moments, happy memories or achievements important to their own family history, creating a unique and special way to preserve the past.

Patrick has been working with Focus Games since 2017 to develop the game and ensure that stories of the Windrush generation are shared, enjoyed and remembered. **Every Generation Game: Windrush Game** is now available to pre-order, with 20% of proceeds going to The Windrush Justice Fund.

“As firm believers in the power of board games to encourage group learning, we think this game is a wonderful way to ensure the history and stories of the Windrush Generation aren’t lost. It will help younger generations to understand how the Windrush Generation helped shape Britain.” **Melvin Bell, Director & Co Founder, Focus Games.**

The game encourages players to share their personal stories or use their imagination to invent stories sparked by picture cards and historical timelines provided in the game. These pictures and timelines illustrate key moments in history, highlighting the contributions of migrants to the development of multicultural Britain from 1900 to the present day.

Players vote for their favourite story after each round of storytelling, with the winner moving up a level on the board.

Every Generation Game: Windrush Edition can be played by families, in schools, at community events and by older people in care settings. It is especially useful as an enjoyable educational resource to inspire learning about heritage, family history and the development of multicultural Britain.

For more information, ideas of how to use the game, and to order a copy, visit www.windrushgame.co.uk

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Notes to editors:

1. Images available on request.
2. Game price: £39.99 (inc. VAT)
3. Focus Games Ltd. (www.focusgames.com) has been making educational games for training and learning since 2004.

